HORIZON

BLAKE'S 7

ROLE-PLAYING GAME

Kin Ming Looi
Zoé Taylor

Del Grant: Thank you.
Vila: Anytime.
Del Grant: I'll remember that.
Vila: Oh... will you?

Countdown.

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ARTWORK

Cover artwork by Ivan Smith
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by Kathryn Andersen: Pages 14, 36, 38, 54, 86, 89
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by Paul Holroyd: Pages 94, 95, 98, ship sheets
by Donald Inverarity: Page 84
by Rory Hull: Pages 41, 80
by Tym Lawrence: Pages 58, 71, 83, 84
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PLAYTESTERS

Graham *"I'm going for his weapon"* Baston
Martin Blazey
Richard *"Cookie"* Cook
Simon Crocker
Ant *"Bloody engineer"* Daniels
John Day
Sam Easley
Henry *"Let's run away"* Eggleton
Rob Emery
Carol Ford
Andrew *"Do the lights work in the dark?"* Freeman
Carl *"Nosebleed"* Hearsum
Nick *"You're all criminals, I'm merely a traitor"*/ *"Make it so"* Hughes
Bill *"Are youse a bounty hunter?"* Irwen
Col *"But his studs are on the inside"* Leadon
S *"I'm not very good at navigating"* Leonard
Greg Llewellyn
Duncan Macmillan
Chris *"I produce my weapon"* Mansi
John *"Critical failure"* Miles
Mike Pezzack
Ian *"I'm dodging"* Piddington
Seren Piddington
Roberta *"Anyone want a game of dice?"* Roe
Ruth Saunders
Dave *"Don't worry, I'm a pilot"* Scantlebury
James Taylor
Mike *"What prisoner?"* Thomas
Mike Thompson
Mark *"Tizer"* Warner
John Wiesen
Matthew *"There's too many wildcards"*/ *"Nobody is expendable"* Wrycraft

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INTRODUCTION

- There is nothing you can imagine that we couldn't do.
- *Servalan, Afternath.*

Overview

The book you are now reading is a set of rules for recreating and portraying the setting of ***Blake's 7***. Using them, you can take on the roles of characters from the BBC television science-fiction series, usually as rebels or fugitives from the oppressive Federation. Players have the choice of creating their own individual characters or adopting their favourite characters (Blake, Avon, etc.) from the series.

Immediately below is a brief introduction to role-playing games for those who have never role-played before. After that is a quick guide to ***Blake's 7*** for role-players unfamiliar to the programme. Feel free to skip over one or the other or both sections if you are familiar with them already.

A Delta's Guide to Role-Playing Games

A Role-Playing Game is all about make-believe. As a child you may have played *"make-believe"* where, in your imagination, you could be anyone you liked; performing heroic deeds, reacting to situations, creating new ones... Problems arose when other children joined in because there were no rules and only arguments.

In role-playing, there are rules to govern most common situations, and when the rules do not cover a particular situation, there is a referee to make a final judgement. The referee sets up the situations for you and uses the rules to determine how successful any of your actions are, often using dice rolls to add an element of uncertainty to the proceedings.

The referee can be seen in the role of a director of a programme where the players are the actors, though this programme is to be performed live, with no rehearsals and the actors *ad libbing* their parts. The actors have no props or scenery to help them. Instead the referee describes *everything* to them, including everything they see, hear, smell, touch, taste or otherwise sense, and the actions of any extras (Non-player characters). The players, in turn, tell the referee what they intend to do. The referee uses his judgement, the rules and dice to decide if they are successful, and tells them what has happened as a result. As well as adding an element of chance and uncertainty, the use of dice allows a player to play a character with skills and abilities unlike his own. E.g. Even if you know nothing about computers, you can play a character who is an expert. If you want to reprogram the central computer of a space ship, you tell the referee what you wish to do and what you want to achieve. The success of the attempt is determined by rolling dice. If you are successful, the referee will describe the outcome to you without you having to explain exactly how you would go about it.

Individual adventures are known as scenarios; they are like a programme episode. They have a start and a finish. The referee may arrange a whole set of these scenarios into a campaign, rather like a TV series. Like a series, a campaign may have an overall theme (E.g. The episode ***Pressure Point*** could be considered to be a self-contained scenario in a campaign whose overall theme was the attempted destruction of Control/Star One).

Glossary

The following terms are commonly used throughout this rule book and, often, in role-playing games in general.

- **Attributes.** A measurement of a character's mental and physical characteristics. There are five physical attributes: Strength, Size, Endurance, Initiative and Dexterity, and five mental ones: Perception, Will Power, Charisma, Reason and Empathy. Attributes are measured in the range 1-20 and are often used like skills. When such a test is required, multiply the attribute level by 5 to get the equivalent skill level.
- **Campaign.** An ongoing series of scenarios with PCs continuing from one scenario to the next. As an analogy, if a scenario is thought of as an episode of ***Blake's 7,*** a campaign is a series of the programme.
- **Character.** Any personality in a RPG, whether played by a player (PC) or by the referee (NPC). Note that a player and his character are not the same thing.
- **d.** Abbreviation for die or dice.
- **HP.** Abbreviation for Hit Point, a measure of damage or injury and a character's ability to withstand them.
- **Level.** A numerical score used to quantify attributes and skills.
- **NPC.** Abbreviation for Non-Player Character.
- **PC.** Abbreviation for Player Character.
- **Player.** Anyone participating in a RPG, other than the referee. A player generally has a single character to play, qv PC.
- **qv.** Latin abbreviation meaning "see also".
- **RPG.** Abbreviation for Role-Playing Game.
- **Referee.** The person responsible for running the game. Unlike players, the referee does not have a single character to play, but instead plays all NPCs.
- **Scenario.** A single adventure which takes one or more sessions to play through and complete.
- **Session.** A single period of playing the game. Typically a session will last an evening or afternoon but all-day sessions are not uncommon. Even longer marathon sessions are not unknown...
- **Skill.** Any ability or training a character possesses is called a skill. It is measured in the range 0-100% where 100% is the best possible level of ability.
- **Task.** Any use of a skill or attribute whose outcome may be in doubt or is important and therefore requires a dice roll.

Example of Play

The following is an example of play from a typical game. The players, Andrew, Sam, Nick and Chris, are trying to rescue a rebel leader from Beta Alpha 5. Andrew and Sam have teleported down to the planet and are approaching the main complex.

Andrew: I check the door.

Referee: It's locked.

Andrew: I use my Security Systems skill to open it. *(He rolls against his Security Systems skill which is 56%)*

Sam: I keep an eye out for guards. *(She also rolls dice but against her Perception attribute, which is 11, equivalent to a skill level of 55%. Andrew rolls 60 and Sam 10. Andrew has failed)*

Referee: Andrew, you don't seem to be able to figure out this locking system. Sam, you think you can hear footsteps coming your way.

Sam: I turn to Andrew. "Quick! Look for cover. Fed guards coming this way."

Andrew: What is the nearest cover?

Referee: There is a bunker close by.

Sam and Andrew: Head to it. *The Referee checks the Perception of the Federation troopers and rolls 99 - critical failure!*

Referee: You both manage to get under cover just before two Federation troopers come round the corner.

Andrew: I call the ship. "Patar. Come in, Patar"

Referee: The only answer you get is static.

Sam to Andrew: Either they moved out of communication range or someone is jamming the signal.

Referee: Nick, the incoming communication indicator has lit up. *Nick plays Patar, a character on the ship.*

Nick: I check the system *(Communications Systems skill is 47%)*

Andrew: What are the guards doing?

Referee: They are heading towards where you are hiding.

And there we will have to leave them.

Equipment

At least two people are needed to play the game, one player and one referee. However, between four to six players is ideal, and more in keeping with the spirit of ***Blake's 7***. Larger groups of players are possible but can be unwieldy and difficult for a referee to manage. So, what else do you need to play? Well, apart from the rules, players and somewhere to play, you will need:

Dice are quite frequently used. You will need at least one six-sided die, one ten-sided die and one twenty-sided die, though more would be better. Perhaps players could provide their own. A supply of pencils, erasers and paper, for making notes, drawing rough maps and writing secret messages to the referee will be useful. A number of purpose-designed sheets have been included to speed up and simplify play. They are for recording character and ship details and can be photocopied as required.

For reference purposes, videos of ***Blake's 7***, copies of the **Horizon Blake's 7 Technical Manual**, **Blake's 7: The Programme Guide** by Tony Attwood (Preferably the 1994/95 reprint) and the Role-Playing Game **Sourcebook** (In preparation as of Winter 1994) are highly recommended. If you have Internet access, episode transcripts, which are invaluable research tools, are available for anonymous ftp from **ftp.lysator.liu.se**.

Finally, as a game can often go on for hours, a supply of snacks or drinks is often useful.

Dice-rolling

During the course of play, dice of various types will have to be rolled. A consistent notation is used to describe what dice to roll.

The letter **d** stands for **die** or **dice** (**Die** is the singular of **dice** although the latter is often used as a singular term as well). This letter will be followed by a number denoting the number of sides on the die or dice (**E.g.** d10 means *"roll a 10-sided die"*).

The dice code may be preceded by a number. This represents the number of dice to be rolled and added together (**E.g.** 2d6 means *"roll two six-sided dice and add the results of the two dice together"*). If no number precedes the dice code, roll only one die (**E.g.** 1d10 has the same meaning as d10).

Sometimes, a number must be added to or subtracted from the results of a dice roll. This number will be written after the dice designation (**E.g.** 1d6+1 means *"roll a six-sided die and add one to the result"*).

Occasionally, the rules will refer to d3s. As no three-sided dice exist, d3 results should be generated by rolling 1d6 and halving the result, rounding up (**E.g.** If a 3 is rolled, the final result is 2 (3÷2, rounded up)).

Finally, while 1d100 results can be generated using a hundred-sided die, they can also be generated by rolling two 1d10 results and treating the first as *"tens"* and the other the *"units"* of the result (**E.g.** if first a 6 and then a 4 are rolled, the final result is 64). If they are of different colours, two d10s could be rolled together, specifying one colour as *"tens"* and the other the *"units"* of the result.

Gender References

While, in general, masculine pronouns (*"he"*, *"his"*, *"him"*, etc.) are used throughout the rules, this is done solely to avoid the inconvenience of constantly using clumsy and long-winded phrases like *"his or her"*, *"he or she"* and so on. Whenever a masculine term is used, the feminine equivalent should be taken to be equally applicable. The use of masculine pronouns should in no way be interpreted as excluding either female players or characters.

- **Gunn Sar:** ..You're, well, you're a--
  Dayna: A woman? Yeeesss. Take a *good* look.
  - *Power.*

A Role-Player's Introduction to Blake's 7

Blake's 7 was a BBC science-fiction series first broadcast in 1978, and which ran for 4 seasons of 13 episodes each. It dealt with the struggles of a disparate group of dissidents, guerrillas and criminals against the oppressive military dictatorship of the Terran Federation. ***Blake's 7*** has been likened to a cross between Robin Hood and the Dirty Dozen in space. Obviously, it is not possible to give a full description of ***Blake's 7*** and its background in the space available here. The introduction which follows is intended as the minimum possible to allow role-players new to ***Blake's 7*** to get a rough idea of the setting in which they will be playing.

What set ***Blake's 7*** apart from other series was its characters: the way they reacted to each other and their situation and the way they developed throughout the four series. While each episode stood on its own, unlike the majority of SF series, the order in which they were seen did matter.

The other element that stood out was its grim vision. The 'heroes' sometimes failed or even died. The final episode is probably unique among series endings: the characters were shot down by Federation troopers.

A brief synopsis of Blake's 7

After attempts are made to recruit him back into the dissident movement on Earth, Blake is falsely convicted on charges of child molesting and deported to the penal colony of Cygnus Alpha. En route, he leads a failed mutiny but escapes, along with Avon and Jenna, on *Liberator*, a highly advanced alien ship found drifting in space. They then rescue Gan and Vila from Cygnus Alpha itself. Blake then decides to start using *Liberator* to fight the Federation.

His first act is to sabotage the Federation communications facility on Saurian Major, where he also recruits Cally, the sole survivor of the planet's resistance group. Blake then proceeds to launch a campaign of sabotage and surprise strikes against the Federation. He also makes several attempts to crack the Federation's cipher systems. During this time, he is constantly pursued by Space Commander Travis, a brutal and ruthless Federation officer with a grudge against Blake because he blew off Travis' arm and eye in an earlier encounter. Travis aside, Blake's death is also a priority for Space Command, the Federation's armed forces, and its ambitious Supreme Commander, Servalan.

Eventually, Blake decides to attack Control, the Federation's central computer facility on Earth, as he believes its destruction will also cause the Federation's collapse. Although he does succeed in breaking into Control, he discovers that it is a sham: The real computer facility had been moved sometime previously to a secret location known only as Star One. Worse still, Gan is killed during the attack on Control.

Blake then becomes increasingly obsessed with hunting down Star One's location, with the same intention of destroying it, dogged occasionally by an increasingly unstable Travis, now a renegade from the Federation because his failure to kill Blake has made him a political liability to Servalan. Blake does find Star One, only to discover that it also serves as a defence against invasion from the Andromeda galaxy and that Travis, now insane, has betrayed Star One and humanity to the Andromedans. Thus, instead of destroying Star One, Blake and *Liberator* stand and fight alongside the Federation to repel the alien invasion.

As the Intergalactic War ends, *Liberator* has to be temporarily abandoned to repair battle damage. During this time, Blake and Jenna go missing. Avon recruits two new crew members, Tarrant and Dayna, and assumes control of *Liberator*. This is frequently contested by Tarrant. Some attempts are made to locate Blake, but with the Federation in disarray from the war, the crew of *Liberator* have no clear plans or goals, other than the occasional skirmish with Servalan, now President of the Federation.

This continues until Avon takes *Liberator* to Terminal because he believes Blake is there, but it turns out to be a trap organised by Servalan. *Liberator* is damaged en route by a cloud of particles which eventually destroys her, Cally is killed by a boobytrap and Blake, it transpires, was never there. The survivors are rescued by Dorian, apparently a salvage merchant, but who then tries to sacrifice them, together with his companion Soolin, in a cave to extend his already centuries long life span. When Dorian is killed, Soolin then elects to join them.

By now, the Federation has started to expand again, at an alarming rate. In *Scorpio*, a decrepit cargo ship inherited from Dorian, Avon begins a campaign to discover the secret behind the rapid Federation advance and to acquire technology, experts and allies to assist in containing the Federation. He is partially successful: he acquires a teleport system and the Stardrive, which at least allows *Scorpio* to outrun Federation patrols. He also discovers that a pacification drug called Pylene-50 is responsible for the Federation's quick conquests, and obtains the antidote. However, Avon's plans are frequently dogged by failure and betrayal. Avon's conflict with Servalan, now deposed and posing as Federation Commisioner Sleer, also becomes increasingly bitter and personal.

Eventually, with his secret base at Xenon compromised, Avon abandons it and goes in search of Blake, to recruit him as a figurehead for his planned rebel alliance. Blake is now posing as a bounty hunter, using the job as cover to recruit for his own army. Unfortunately, Blake's cover causes a fatal misunderstanding between Avon and Blake. Avon, already paranoid from one betrayal after another, mistakenly believes Blake to have betrayed him and so

shoots Blake. Immediately afterwards, Blake's base is overrun by Federation troopers and the other crew members are each shot down, leaving only Avon, standing astride Blake's body, gun raised and surrounded by troopers.

Dramatis Personae

Kerr Avon

A brilliant computer expert, Kerr Avon turned his talents to crime and nearly pulled off the greatest swindle in Federation history, attempting to defraud the Federation banking cartel of several million credits. Avon was, however, caught and sentenced to deportation to the Federation penal colony of Cygnus Alpha. En route to Cygnus Alpha, he escaped along with Blake and Jenna, by boarding and seizing control of the *Liberator*.

Avon is outwardly cold, supremely emotionless and logical, always looking out for his own self-interest. He often takes issue with Blake's idealism and motives, and yet continues to stand by him.

Roj Blake

Although a privileged Alpha grade citizen, Roj Blake rebelled against the oppressive society of the Federation which maintained order by drugging its citizens and by brutal repression. Blake founded the Freedom Party, an underground dissident movement but was captured by Federation security. Rather than execute him and provide the dissident movement with a martyr, the Federation brainwashed Blake into recanting his principles, put him on show as a model reformed citizen and then erased his memory. When the dissidents attempted to reverse the memory erasure and bring him back into the movement, the Federation had him falsely convicted on charges of child-molesting and sentenced to transportation to Cygnus Alpha. En route to Cygnus Alpha he escapes, along with Avon and Jenna, by boarding and seizing control of the *Liberator*.

Blake is a passionate and charismatic idealist who seeks to destroy the tyranny of the Terran Federation. He is perhaps headstrong and prone to act emotionally, without thinking things through properly. Blake is, however, above all, highly moral.

Cally

Cally is an Auronar, an alien telepath from the non-Federation world of Auron. While Auron pursues an isolationist policy, Cally chose to join the fight against the Federation and was exiled from Auron for it. She joined the rebels fighting on Saurian Major and was the sole survivor when the Federation used chemical and biological weapons against them, her alien physiology saving her. Cally then met Blake, Vila and Avon who were attacking the Federation communications centre on Saurian Major. After destroying the base, Cally joined the crew of the *Liberator*.

Cally is tough and compassionate. She often acts as the conscience of the crew, despite being the only alien aboard the Liberator. Her telepathy enables her to "speak" with the rest of the crew but she is unable to read their thoughts. Cally's telepathy also leaves her feeling alone, without the company of fellow telepaths.

Olag Gan

Olag Gan is a native of the Federation world of Zephron. He was convicted of the murder of the Federation trooper who killed his woman. As an experiment, Gan was fitted with a limiter implant in his brain. The limiter enables him to defend himself, up to a point, but prevents him from killing again. Gan was then sentenced to deportation to Cygnus Alpha, from which he was rescued by Blake and the *Liberator*.

Gan is big, strong, courageous and quiet, but not afraid to speak out when he feels it necessary. Although, by his own admission, not too bright, he is strong on common sense.

Vila Restal

Vila Restal is a Delta grade, one of the labour grades that make up the lowest tier of Federation society. A compulsive thief from childhood with a genius for lockpicking, long spells in detention and extensive mental conditioning all failed to cure him of his urge to steal anything and everything and he was finally sentenced to deportation to Cygnus Alpha, from where he was rescued by Blake aboard the *Liberator*.

Vila is a complex character. He constantly plays the fool and coward, but is clearly highly intelligent and perceptive.

Jenna Stannis

Jenna Stannis is a pilot and a very good one. She began her career as a smuggler with a group of Amagons, unscrupulous space-going nomads, driven almost exclusively by the pursuit of wealth. Jenna built up a very good reputation as a smuggler but was eventually caught. The Federation deported her to the penal colony of Cygnus Alpha. En route to Cygnus Alpha she escapes, along with Blake and Avon, by boarding and seizing control of the *Liberator*.

Jenna maintains a sardonic and realistic attitude. She is somewhat attracted to Blake and his ideals but still retains her worldly viewpoint.

Del Tarrant

Tarrant started out as a Federation pilot before deserting and taking to smuggling and gun-running. In the company of a band of Federation troopers, he came across the temporarily abandoned *Liberator* at the end of the Intergalactic War and then joined the crew of *Liberator*, having first killed most of the troopers himself. Tarrant then took over as pilot from the now missing Jenna.

Tarrant is still young and headstrong. To begin with, he seemed in constant conflict with Avon over who commanded *Liberator*, a conflict Avon eventually won. He is, however, an excellent pilot, with a good deal of inside knowledge of Federation tactics.

Dayna Mellanby

Dayna is the daughter of Hal Mellanby, a well-known rebel leader and predecessor of Blake. When a revolt led by Mellanby failed, he fled with his infant daughter to Sarren, a remote and primitive planet and hid there until Avon and Servalan crash landed there during the Intergalactic War. Mellanby was killed by Servalan and Dayna left with Avon, swearing vengeance against Servalan.

Dayna is young, curious and impetuous. She also has a great fondness for combat and weapons, especially the primitive hand-to-hand variety. That said, she is also an expert both at designing advanced weapons and at demolitions.

Soolin

A native of Gauda Prime, Soolin's parents were farmers, killed when the Federation declared Gauda Prime an open planet, suspending the rule of law so that the mining corporations could ruthlessly move in to exploit newly discovered mineral deposits. Soolin grew up learning the hard way to survive and eventually tracked down and killed the men she held responsible for her parents' deaths. That done, she stayed with Dorian on Xenon until the arrival of Avon and the other *Liberator* survivors. After Dorian unsuccessfully tried to kill them all, her included, she chose to stay with them.

Soolin is a very cool, unemotional, perceptive and intelligent person. She also has a sharp sense of humour. Possibly because of similarities in their personalities, she seems to get on best with Avon. As a result of the events of her childhood, Soolin is extremely quick on the draw and a deadly shot.

Servalan

Supreme Commander of Space Command, the Federation's military wing, at the time of Blake's deportation to Cygnus Alpha. Servalan is politically astute and ambitious and totally ruthless. Despite being personally appointed as Supreme Commander by the President himself, both he and the High Council fear and distrust her and there is fierce political infighting between the Civil Administration and Space Command.

Servalan is highly intelligent, devious and vicious; an extremely dangerous person indeed. She will let nothing stand in the way of her ambitions.

Travis

Space Commander Travis is a cold, merciless Federation officer. His ruthless suppression of rebellions has led to civilian massacres considered excessive even by the Federation's standards. At the time of Blake's escape in the Liberator, he was suspended pending an investigation into one such atrocity. On Servalan's personal orders he was reinstated and put in charge of hunting Blake down.

Travis' chief motivation is hatred for Blake. This stems from their first meeting when Travis ambushed a dissident meeting Blake was holding. Typically, he ordered all the dissidents shot. During the ensuing bloodbath, Blake managed to seize a weapon and shot Travis, destroying an eye and arm.

As a result of the injuries sustained, Travis now has an eyepatch and bionic arm. They appear to have left him with a greater affinity for mutoids than humans.

Questions

If you have any questions, criticisms or comments on any aspect of the game, please feel free to write to either of us at the addresses below. Please enclose a stamped, self-addressed envelope if you want a written reply.

Kin Ming Looi,
17 Cherry Tree Road,
East Finchley,
London N2 9QL.
email: ming@cix.compulink.co.uk

Zoe Taylor,
c/o 68 St John's Road,
Colchester,
Essex CO4 4JL.

RVF

1 CHARACTERS

- A thief isn't just what I am, it's who I am.
  - *Vila, City at the Edge of the World.*

Overview

Characters, like real people, will differ greatly, both mentally and physically. This chapter describes how to create a player character.

Attributes, Skills and Background

A character is defined in terms of his attributes, skills and background.

- A character's **attributes** describe his physical and mental characteristics (How strong, fast or intelligent a PC is).
- **Skills**, on the other hand, represent abilities or specialised knowledge the character has learnt or developed over the years (Such as knowing how to fly a ship or pick locks). A list of skills and skill descriptions is given in Section 2, **Skills**.
- A character's **background** is his personal history and a description of his personality. If attributes describe what a character is, and skills what he can do, a character's background says who he is.

Attributes

A character has ten attributes which fall into two groups: five physical and five mental. An attribute is measured by a number in the range 1 to 20, where 20 is the best possible score.

A list of attributes follows, along with the abbreviated name by which it will be referred to and a brief description of what aspect of the character it represents.

The physical attributes are:

- Strength (**STR**). The character's physical power, his ability to lift and carry and to apply force.
- Size (**SIZ**). The character's physical build, a composite measure of the character's height and weight.
- Endurance (**END**). The character's physical stamina: his ability to physically exert himself over a period of time.
- Initiative (**INI**). The speed of the character's reflexes, especially his ability to act quickly under pressure.
- Dexterity (**DEX**). The character's co-ordination and nimbleness. The difference between INI and DEX is that the former measures the speed of a character's reflexes while the latter measures the accuracy of those reactions.

The mental Attributes are:

- Perception (**PER**). How observant and alert the character is. A measure of the character's eye for detail.
- Will power (**WIL**). The character's determination and ability to resist pressure and coercion.
- Reason (**REA**). The character's ability to think in a logical and deliberate manner. It is also often, but not always, an indicator of how well educated the character is.
- Charisma (**CHA**). The character's force of personality and ability to inspire others. Note that charisma is not the same as attractiveness. A high CHA does not necessarily mean the character is also very good looking.
- Empathy (**EMP**). How emotionally stable a character is and how well he copes with stress.

In addition, there are several other factors which, while not actually attributes, are based on one or more attributes and are treated together with them for convenience.

- Hit points represent the ability of a character to withstand injury and are based on his STR, SIZ and END.

- **Hand-to-hand damage** measures the character's capacity to inflict injury in hand-to-hand combat and is based on his STR and SIZ.
- **Load** is the weight a character may carry over an extended period and is based on his STR and END.
- **PSI points (Optional)** control a psionic character's ability to use his psionic skills and is based on his EMP and WIL. This is used only if the character is psionic and the optional psionic player-character rules are being used (See Section 8, **Psionics**).
- **Stress (Optional)** represents the character's current state of mind or mental health, which can deteriorate under constant pressure and danger. This is used only if the optional Stress rules are being used (See Section 7, **Stress**).

The procedure for generating a character's attributes is detailed on page 6.

Creating a Character

Broadly speaking, to create a character, all three of the elements previously mentioned, attributes, skills and background, must also be generated.

It is the last of these elements which is the most important and which should be the first step in creating a character. It is important to have a clear idea of what you want the character you create to be like. Think for a bit about matters like: Where is he from? What is his past history like? What sort of person is he? Try to make your character more than just a piece of paper.

The second step is to generate the character's attributes. This is done by rolling dice to create a series of numbers which are then assigned to attributes of the player's choice so the character's mental and physical characteristics meet your conception of them as far as possible.

The last step is to select skills for your character. Each attribute provides a number of skill points which can be spent on obtaining skills related to that attribute. These points can be spent on skills that are not related to that attribute but these points will not provide as high a skill level as skill points from a related attribute (E.g. DEX is more relevant than STR to flying a ship).

It is possible to generate a character's attributes and skills and then attempt to create a background story around them but such characters tend to be less convincing than ones where character's background was the first thing created. However, this approach is sometimes useful when the imagination flags. In the last resort, the Non-Player Character Motivations and Traits Table in Section 11, **Non-Player Characters** can be used.

The **Character Generation Worksheet** summarises the steps involved in generating attributes and selecting skills and guides a player step-by-step through the whole process. Once the character generation worksheet has been completed, details can simply be copied directly from it to the character sheet.

Creating a Character's Background

You have a virtually free hand to create any sort of personal history for your character you wish. The only restrictions are that it fit in with the game's setting, the universe as portrayed in *Blake's 7*. The referee has the final say on whether or not the background you have generated for your character does fit into the setting. Having said this, however, a few guidelines and examples are given below to help with devising stories for characters.

Personal details

The first step is to name your character and decide the character's gender. Think also about the character's attributes and which ones will be the most and least important. While there is nothing to stop you envisaging your character as being superhuman in every respect, be warned that when it comes to rolling dice for attributes, you are likely to be disappointed.

Where is he from?

- **Vila**: Where did you come from?
  Kerril: Here and there. Mostly there.
  • *City at the Edge of the World.*

Questions to think about include: Is the character from a Federation world or not? Is his home world a frontier colony or one of the more advanced Inner Worlds like Earth? What sort of environment did he grow up in? What about family or friends? Does he have any still living? In addition, if he is or was a Federation citizen, he will have been assigned a class grade (Alpha to Delta) which has a very rough correlation with intelligence, past education and is a mark of social status. The background details needed for this can be found in the Sourcebook.

What has he done?

You will need to select one or more professions for your character. This represents the character's past career. He may have been, for example, a smuggler, a technician or a colonist. He may have had more than one career. If so, why did he change professions? Thinking about this will help form a clearer idea of the sort of skills you will want to select for your character. A few example career descriptions, along with suggested skills, are given in Section 3, **Careers**.

What are his aims and motivations?

A PC's life is likely to be highly dangerous so he should have a very good reason for embarking on it in the first place, perhaps some personal objective or motive. This gives a character more depth and believability by explaining why he is doing what he does.

It is assumed that most characters will be at odds with the Federation so the character's grievance against the Federation will usually be one of the character's most important motivations. Some possibilities are:

- The character is a criminal wanted by the Federation.
- He might have deserted from Federation service.
- He might be an idealist or revolutionary seeking to bring an end to its tyranny.
- He might have a personal grudge against the Federation for something it did to him or people dear to him.

Other aims and motivations which do not centre on a fight with the Federation are also possible. Basically, determine what the character intends to do and why he wants to do it.

- They butchered my family, my friends. They murdered my past and gave me tranquilized dreams.
  - *Blake, Spacefall.*

What is he like?

This is a rough summary of your character's disposition, temperament, his likes, dislikes, attitudes and eccentricities. This can be as detailed as you think is necessary and, probably more than any other factor, is what makes your character an individual rather than a collection of numbers on a piece of paper. Time spent on thinking about your character's personality will also make role-playing him a lot easier and more rewarding.

Having developed a background for your character, his past history can be written down in the **Background** section on the back of the character sheet and the personal details at the top of the character sheet filled in. If you so wish, there is also room to draw an illustration of your character.

Quotes

One of the most enjoyable aspects of *Blake's 7* is the large number of highly memorable and quotable lines uttered by the main characters. As a character develops, he will inevitably accumulate his own set of memorable or even infamous quotes which can be recorded for posterity in the quotes section of the character sheet (The quote *"Do the lights work in the dark?"* attributed to playtester Andrew Freeman is a prime example of this).

- I am not expendable, I'm not stupid and I'm not going.
  - *Avon, Horizon.*

When a character is first created, the quotes section can still be used to record a catchphrase or two which summarises his attitudes or personality in much the same way the above quote from *Horizon* does for Avon.

- ***Example.*** This is an example of a character background.

  Jerin Seldon is a tall, thin, almost gaunt, man. He is not particularly strong but he is fast, tough and observant. Jerin is a native of Helotrix and like many other Helots, he served in the Federation military until after the Intergalactic War, when the weakened Federation withdrew from Helotrix. While no longer a Federation trooper, Jerin continued soldiering as a mercenary as he found it impossible to adjust to civilian life on Helotrix. Thus, when the Federation retook Helotrix as part of its Pacification Campaign, Jerin was off-planet. Appalled by the reduction of his home world to a planet of ruins and drugged slaves, he immediately linked up with the first anti-Federation group he could find and pursues a personal vendetta against the Federation. Jerin Seldon is quiet, thoughtful and deliberate but easy enough to get on with, a team player. Every step in his war against the Federation is planned very carefully. He cannot avenge his home world if he gets himself killed by acting rashly. We now write down Jerin's personal history in the relevant section on the back of the character sheet and fill in the section for personal details at the head of the sheet as follows:

Name JERIN SELDON
Citizenship HELOTRIX
Homeworld HELOTRIX
Grade BETA
Gender MALE
Profession MERCENARY
Status OUTLAW

Generating Attributes

Roll 4d6-4 twelve times, re-rolling any totals of 0. Discard the lowest two scores. The ones remaining are your character's attribute levels. Assign these levels to the attributes of your choice. Each level can be only be assigned once and only one level can be assigned to an attribute.

If the sum total of all attribute scores is less than 75, you may assign further points equal to (75-attribute total) to any attributes of your choice, as long as no attribute level exceeds 20.

When all levels and points have been assigned, write the character's attribute scores in the **Attributes** section of the character sheet.

Alternatively, the **Character Generation Worksheet** can be used. It summarises the steps involved in generating attributes and selecting skills and guides a player, step-by-step, through the whole process. Once the character generation worksheet has been completed, details can simply be copied directly from it to the character sheet.

Hit Points

Hit points are a measure of how much injury a character may suffer before being incapacitated or killed. If the basic combat system is used, only the total hit points needs to be calculated. This is equal to (STR + SIZ + END) ÷ 3 + 10, rounded up.

This total represents the state of the character when he is completely uninjured and is written in the left-hand box of the total entry in the **Hit points** section of the character sheet. Wounds and injuries will decrease the character's hit points. The character's current hit points will be written in the right-hand box.

Advanced Combat Hit Points (Optional)

If the advanced combat system is used, it will be necessary to calculate the character's total and location hit points. Hit points are still a measure of how much injury a character may suffer before being incapacitated or killed but, in addition, damage is taken to specific body locations which may disable a character without actually killing him.

The character's total hit points are equal to (STR + SIZ + END) ÷ 3 + 10, rounded up. Location hit points must be calculated for the following body areas: The head, chest, abdomen, left arm, right arm, left leg and right leg. The hit points a character has in each location is a fixed proportion of his Total hit points. The formulae for calculating hit points for each location are given below. When calculating location hit points, round up.

Body location hit points

Body location	Hit points
Head	1/3 of total hit points
Chest	4/10 of total hit points
Abdomen	1/3 of total hit points
Left arm	1/4 of total hit points
Right arm	1/4 of total hit points
Left leg	1/3 of total hit points
Right leg	1/3 of total hit points

Note that the sum of location hit points is greater than the character's total hit points.

These hit point totals represent the state of the character when he is completely uninjured and they are written in the left-hand boxes in the **Hit points** section of the character sheet. Wounds and injuries will decrease these totals. The character's current hit points will be written in the right-hand boxes.

Wound status

A character's ability to act quickly in combat or similarly stressful situations is dependent on his INI. However, when a character is wounded, those wounds slow him down. A newly-created character starts with wound status **Uninjured**. Sustaining injuries will change this and slow the character down in combat (See Section 6, **Personal Combat**).

Hand-to-Hand Damage

Bigger and stronger characters will be able to inflict greater damage in a physical attack than smaller or weaker ones. This is represented by the character's Hand-to-hand damage (Hereafter referred to as H-to-H Dam). This is determined by adding the character's STR and SIZ together and consulting the table below. A character's H-to-H Dam is added to the amount of damage inflicted by any attack made using the Unarmed Combat, Melee Combat or Thrown Weapons skills.

Hand-to-hand damage

STR+SIZ	H-to-H Dam
2-6	-1
7-12	0
13-20	1
21-32	2
33-40	3

Throw Range

Throw range measures how far a character may throw an object. A character's throw range attribute is close range for throwing an object of 1kg or less and is equal to 2 x STR, measured in metres.

Load

A character's Load is equal to (STR + END), measured in kilograms. A character carrying weight less than or equal to his Load is not encumbered. A character may carry up to twice his Load but will be encumbered. For the effects of being encumbered, see Section 5, **Personal Combat**. Under most circumstances, however, PCs will not be carrying any great weight and this attribute will not be very important.

PSI points (Optional)

The PSI points section of the character sheet needs to be filled in only if the optional rules for psionic PCs are being used (See Section 8, **Psionics**).

If psionics PCs are allowed and the character is psionic (A character may only be psionic with the referee's permission), his PSI points total is equal to (EMP + WIL).

Non-psionic characters have a PSI points total of zero.

Stress (Optional)

The Stress section of the character sheet needs to be filled in only if the optional Stress rules are being used (See Section 7, **Stress**).

If they are to be used, it will be necessary to fill in the character's maximum Stress. Starting with the leftmost box in the Stress section, count off a number of empty boxes equal to the character's WIL. Shade in all remaining empty boxes to the right of this. The unshaded boxes represent the character's capacity to withstand Stress. Accumulated Stress will be marked by checking the remaining boxes.

All characters start with a Stress of zero, which means that all boxes in the Stress section of the character sheet are left unchecked.

Characters also have a mental health attribute which is written in the box at the top of the Stress section of the character sheet. All characters start with a mental health of **Normal**.

Example of Character Generation

The following is an example of character generation, using the background developed for Jerin Seldon in the example on page 12:

- *Example.* To generate Jerin Seldon's attributes, we roll 4d6-4 twelve times, re-rolling any scores of 0. The scores are 7, 10, 10, 5, 11, 13, 14 and 10. The lowest two scores are 5 and 7 so Jerin's attribute levels are 17, 14, 14, 13, 13, 11, 10, 10, 10 and 8. His attribute total is 120, which is greater than 75 so he receives no extra attribute points. Remember that Jerin was conceived as a character who is fast, tough and observant so the highest scores are assigned to INI, PER and END. He is also supposed to be thin and not especially strong so the lowest two levels are assigned to STR and SIZ. The remaining levels are assigned bearing in mind the image of Jerin as a determined, but careful, team player rather than a loner. Thus Jerin's attributes are as follows:

Attributes			
STR	8	PER	14
SIZ	10	WIL	13
END	14	CHA	10
INI	17	REA	13
DEX	11	EMP	10

His total hit points are equal to (STR + SIZ + END) ÷ 3 + 10 or (8 + 10 + 14) ÷ 3 + 10 = 21. His head, abdomen and legs have 7 hit points each (21 x 1/3 = 7), his chest has 9 hit points (21 x 4/10 = 9) and his arms have 6 hit points each (21 x 1/4 = 6). The hit point section of his character sheet is thus

Location	Hit points		Location	Hit points	
Total	21		L.Arm	6	
Head	7		R.Arm	6	
Chest	9		L.Leg	7	
Abdomen	7		R.Leg	7	

He starts off unwounded so his wound status is Uninjured.

His (STR + SIZ) is 18 so his H-to-H Dam is 1.

His throw range is equal to twice his STR or 16m (2 x 8 = 16).

His load is (STR + END) or 22kg.

He is not psionic so his PSI points total is 0. If he were psionic, his PSI points total would be (EMP + WIL) or 23.

The bottom right section of the character sheet is thus:

Wound status	Uninjured
H-to-H Dam	1
Throw range	16m
Load	22kg
PSI points	0

Jerin has a WIL of 13 and all characters start with a Stress of 0 so the Stress section of the character sheet will look like this:

Stress	Normal	Penalty
		-00%/0
		-05%/-1
		-10%/-2
		-15%/-3
		-20%/-4

Selecting Skills

Each of a PC's attributes provides (5 x attribute level) skill points. These are spent to purchase skill up to a maximum skill level of 100%. Each skill has one or more **related attributes.**

Skill points from a related attribute purchase skill levels at the rate of 1% per skill point spent.

Skill points from an unrelated attribute purchase skill levels at the rate of 1% per 2 skill points spent.

When purchasing skills, it will thus be necessary to keep note of how many points from each attribute have been spent on purchasing levels of a particular skill.

Any skill levels purchased are added to the base level for that skill, if any.

- *Example.* Jerin Seldon's skill point totals are as follows:

Attribute	Skill points	Attribute	Skill points
STR	40	PER	70
SIZ	50	WIL	65
END	70	CHA	50
INI	85	REA	65
DEX	55	EMP	50

We decide to spend some skill points to improve Jerin's Unarmed Combat skill level. The related attributes for Unarmed Combat are STR, DEX and INI and the base skill level is 25%. If 20 skill points are spent from the total for STR, his new Unarmed Combat skill level is 45% (25% + 20%). If, however, the 20 points had come from the total for SIZ, an unrelated attribute, those 20 points would only get Jerin a 10% improvement (20 ÷ 2) and his new skill level would be 35% (25% + 10%).

Example Character Sheet

An example of a completed character sheet is given overleaf.

BLAKE'S 7
ROLE-PLAYING GAME

Name	JERIN SELDON
Citizenship	HELOTRIX
Homeworld	HELOTRIX
Grade	BETA
Gender	MALE
Profession	MERCENARY
Status	OUTLAW

Attributes			
STR	8	PER	14
SIZ	10	WIL	13
END	14	CHA	10
INI	17	REA	13
DEX	11	EMP	10

Stress	Normal	Penalty
		-00%/0
		-10%/-1
		-20%/-2
		-30%/-3
		-40%/-4

Skill	Base	Level	Skill	Base	Level
Bargain	05%		Interrogation	10%	25
Communications systems	00%	40	Fast Draw	00%	75
Computer science	15%				
Detector operations	00%				
Electronics	10%				
Fast talk	10%				
Firearms	10%	70			
First aid	15%	35			
Forcewall systems	00%				
Gunnery	00%				
Hide	15%	35			
Leader	00%	50			
Melee weapons	20%	60			
Pick pocket	05%				
Pilot	00%				
Recon	15%	75			
Security systems	05%	35			
Ships' tactics	00%				
Stardrive operations	00%				
Stealth	10%	20			
Streetwise	10%				
Tactics	00%	30			
Teleport systems	00%				
Thrown weapons	20%				
Unarmed combat	25%	80			

Location	Hit points		Location	Hit points	
Total	21		L. Arm	6	
Head	7		R. Arm	6	
Chest	9		L. Leg	7	
Abdomen	7		R. Leg	7	

Wound status	Uninjured
H-to-H dam	1
Throw range	16m
Load	22kg
PSI points	0

2 SKILLS

- It takes talent to fly a dead ship.
  - *Tarrant, Blake.*

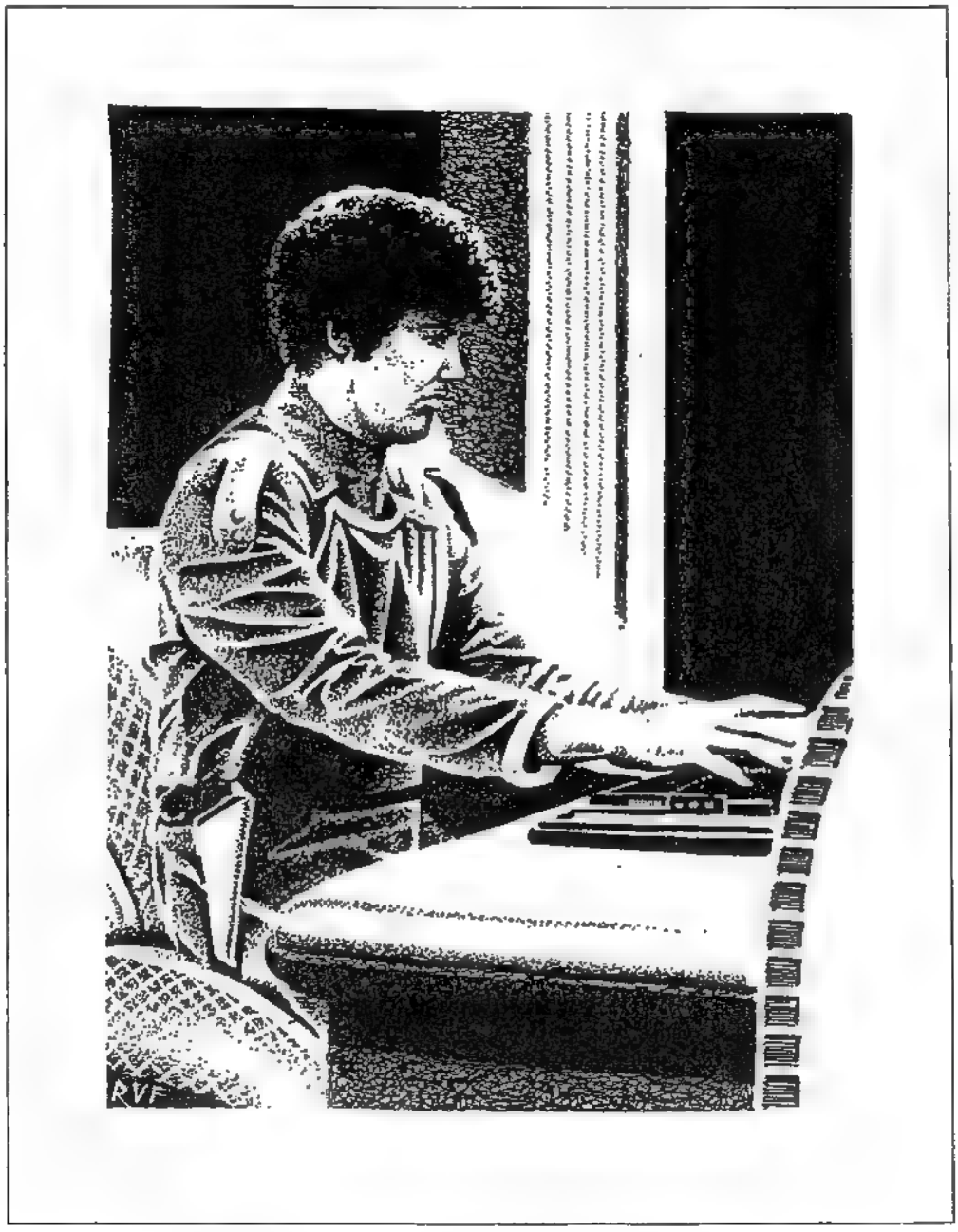
Overview

Skills represent abilities and knowledge the character has learned or developed over the course of his life so far. Skills may have been learned through formal education or training, by observation or be self-taught.

However, regardless of how a character's skills were obtained, proficiency in a skill is represented by a number in the range from 0% to 100% where 0% represents absolutely no knowledge of the skill in question and 100% represents well-nigh perfect mastery.

Skills also have a **base skill level**, which is a basic level of ability that any character might reasonably be expected to have, and one or more **related attributes**, which are attributes which affect the character's proficiency with that skill (q.v. **Selecting skills** in Section 1, **Characters**).

An abbreviated skill list which omits the skill description is provided and may be duplicated as required to speed up character generation.



Skill Categories

An alphabetical list of skill descriptions is provided. However, a list of skills organized by general category is provided below as a convenient reference for use while generating characters.

Combat Skills	Space Skills	Underworld Skills	Survival Skills
Demolitions	Communications Systems	Bargain	First Aid
Fast Draw	Detector Operations	Disguise	Hide
Firearms	EVA	Fast Talk	Recon
Heavy Weapons	Forcewall Systems	Forgery	Stealth
Melee Weapons	Gunnery	Gambling	Survival
Missile Weapons	Navigation	Interrogation	Swim
Tactics	Pilot	Pick Pocket	
Thrown Weapons	Ships Tactics	Security Systems	
Unarmed Combat	Space Drive Operations	Streetwise	

Technical Skills	Medical Skills	Academic Skills	Hard Science Skills	Everyday Life Skills
Computer Science	Anthropology	Economics	Astronomy	Administration
Electronics	Biology	History	Chemistry	Farming
Mechanical	Medical	Law	Geology	Mining
Teleport Systems	Psychology	Linguistics	Mathematics	Vehicle (Air)
Weapons Systems	Surgery	Political Science	Physics	Vehicle (Ground)
		Research		Vehicle (Water)

List of Skills

An alphabetical list of skills is given below. Each skill is briefly described and also has its base level and related attributes listed. An abbreviated skill list which omits the skill descriptions is also provided in the reference section.

Administration, 15%, REA.
The skill of running or dealing with large, complex organisations. Administration also covers attempts to expedite bureaucratic matters like arranging appointments.

Astronomy, 00%, REA.
The study of stellar bodies and methods of observing them, including electromagnetic (light, radio emissions, etc.) and neutrino scans and gravitics.

Anthropology, 00%, REA.
The study of civilisations and cultures, both human and alien. This skill can be used to explain or predict rituals and customs in unfamiliar cultures.

Bargain, 05%, REA, PER.
The ability to haggle or negotiate with a potential buyer or seller.

Biology, 05%, REA.
The study of living organisms, including alien ones, their structure, physiology, behaviour, origin and distribution.

Chemistry, 05%, REA.
The study and analysis of elements and compounds, their reactions and synthesis.

Communications Systems, 00%, REA.
While any character can start or answer a transmission simply by pressing a button and talking, this skill is required for repairing and maintaining communications equipment or more complex tasks such as tracing the originating point of a transmission.

Computer Science, 15%, REA.
Knowledge of computer systems, their design, construction, configuration and use, including how to program them.

> • **Vila:** When it comes to computers, he's the number two man in all the Federated Worlds.
> **Nova:** Who's the number one?
> **Vila:** The guy who caught him.
> • *Spacefall.*

Demolitions, 00%, DEX, REA.
The use of explosives to destroy an object or structure. The character knows how to select, handle and place explosives to achieve the maximum effect.

Detector Operations, 00%, PER.
The ability to operate the sensors on a ship to detect and track any targets, and to maintain and repair them.

Disguise, 05%, DEX, PER.
The ability to either impersonate another person or simply to alter your appearance.

Economics, 05%, REA.
The study of economic systems, including supply and demand, trade, wealth, production, distribution and consumption.

Electronics, 10%, REA.
The ability to design, build, use and repair electronic devices.

EVA, 00%, DEX.
The character can use a space-suit to work in a zero-gravity space environment. EVA is short for extravehicular activity.

Farming, 10%, REA.
General knowledge of how to raise crops and livestock.

Fast Draw, 00%, INI.
The rapid drawing and use of a weapon, usually a gun of some sort.

Fast Talk, 10%, CHA, PER.
The skill of talking others into doing or agreeing to something against their better judgement.

Firearms, 10%, DEX.
The use and maintenance of guns.

First Aid, 15%, REA.
The emergency treatment of wounds and other injuries.

Forcewall Systems, 00%, REA.
Knowledge of the design and operation of forcewall generators, particularly those used on starships.

Forgery, 00%, DEX, PER.
The skill of faking or altering documents to pass inspection by others.

Gambling, 05%, REA, PER.
The ability to play and win games of chance and estimate the chances of winning a game. Also helps the character to detect dishonest or rigged games.

Geology, 00%, REA.
The study and identification of rocks, ores, minerals and other earth materials as well as landscape features like mountains.

Gunnery, 00%, DEX.
The use of starship weaponry, and any battle computers available to assist in using a ship's weapons.

Heavy Weapons, 00%, DEX.
The use of heavy, support weapons like missile launchers, neutron blasters and laser cannon.

Hide, 15%, DEX.
The character is skilled in attempting to conceal himself using whatever cover is available. The character is assumed to be stationary. Attempts to move covertly are covered by **Stealth**.

History, 15%, REA.
The study, knowledge and analysis of the recorded past.

Interrogation, 10%, PER, WIL.
The character is skilled in questioning a prisoner to extract information from him, detecting attempts at lies or evasion and piecing together information gathered. This skill also covers attempts to resist questioning and the use of torture or other forms of coercion to aid in information extraction.

- **Reeve:** He'd say anything to save his skin. I've seen that kind of stuff from dozens of people under torture.
  Servalan: Of course, you just happened to be passing the door when they said it?
  - *Sand.*

Law, 10%, REA.
Knowledge of the legal system, and how to draft and present legal arguments. Note that in the Federation, this skill tends to be more of theoretical interest than practical use.

- Is it that Blake has a genius for leadership, or merely that you have a genius for being led?
  - *Avon, Trial.*

Leader, 00%, WIL, CHA.
The character has the ability to lead groups of people, inspiring them to do his bidding. The character is also able to organise his followers to work in the most efficient manner possible.

Linguistics, 05%, REA, PER.
The study of languages and their use, structures and development. This skill also covers alien languages and can be used to analyse and eventually decipher a previously unknown language.

Mathematics, 15%, REA.
This skill covers general calculating expertise, advanced mathematical techniques and their practical application. This skill is usually enhanced by computer assistance.

Mechanical, 20%, REA, DEX.
The ability to design, build, use and repair mechanical devices.

Medical, 05%, REA.
General ability to diagnose illnesses, care for the sick and injured and prescribe treatment. However, emergency wound treatment comes under **First Aid** and the performance of surgery under **Surgery**.

Melee Weapons, 20%, DEX, STR, INI.
The use of knives, clubs, axes and other hand-to-hand weapons in combat.

Mining, 00%, REA.
The skill of locating, extracting and processing mineral deposits, both on a planet and in space.

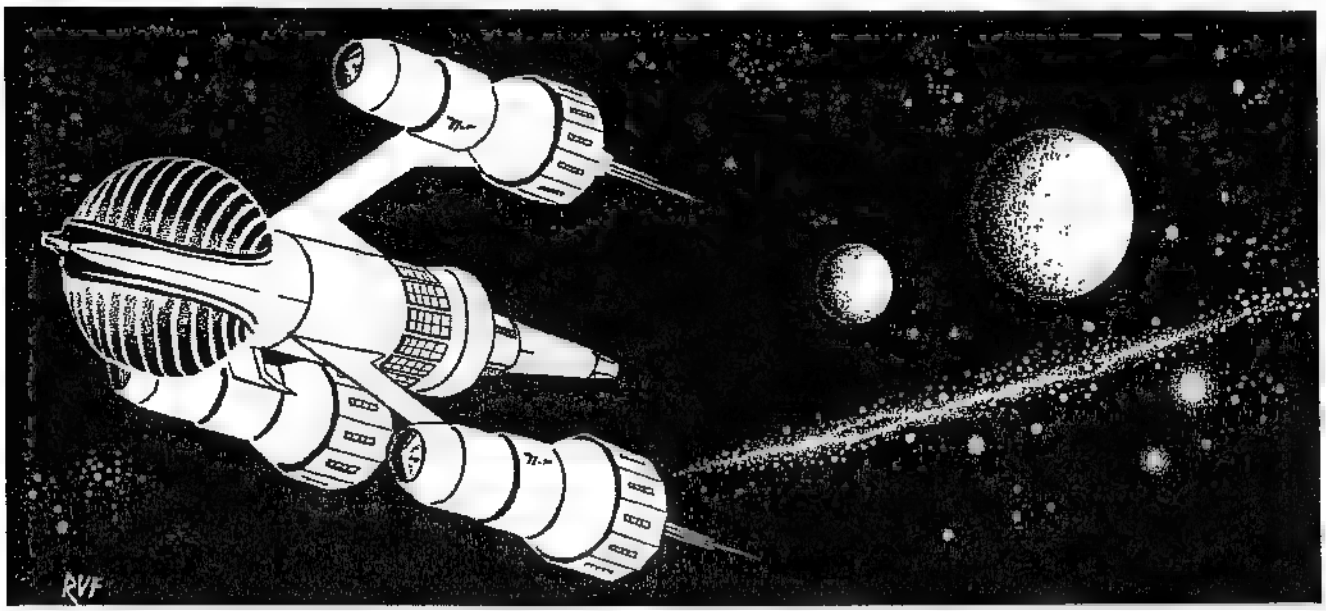
Missile Weapons, 10%, DEX, STR.
The use of thrown or mechanically-launched weapons such as bows and slings.

Navigation, 00%, REA.
The character is capable of mapping and plotting courses and determining his current position. This skill is required to take a ship from one star system to another.

Physics, 05%, REA.
The study of energy and matter and the theories underlying them.

Pick Pocket, 05%, DEX.
The skill of stealing an object undetected from the person of the victim. This skill can also be used to perform any task which involves sleight-of-hand.

Pilot, 00%, DEX.
The character can fly starships. This skill is used whenever the character attempts any form of manoeuvre with his ship, such as a fast orbit.



Political Science, 10%, REA.
The character is familiar with political theory and practise. The character is also familiar with governmental structures.

Psychology, 05%, REA, PER.
The study of the human (and possibly alien) mind and behaviour. Psychology can help predict or explain the actions of individuals or small groups, especially in stressful situations.

Research, 20%, REA.
The skill of looking up, retrieving and collating data from a library or database. This skill also covers the use of computers in doing the same job.

Recon, 15%, PER.
The character is skilled in scouting, and tracking and observing enemy forces, especially hidden ones.

- There isn't a lock I can't open, if I'm scared enough.
  - *Vila, Seek-Locate-Destroy.*

Security Systems, 05%, DEX, REA.
Familiarity with security systems, from simple mechanical bolts to thumb- or voice-activated locks.

Ships' Tactics, 00%, REA.
The character is skilled in deploying one or more ships in battle and is familiar with common battle tactics used by ships of the Federation and other major fleets. This may help in predicting enemy plans.

Space Drive Operations, 00%, REA.
The character is skilled in the operation and maintenance of the time-distort, plasma drives used in starships. The character will also be familiar with the theory behind other types of drive such as the photonic drive (or Stardrive) or intergalactic drive but is very unlikely to have had any practical experience with them.

Stealth, 10%, DEX.
The character is adept at moving silently and unobserved, making full use of any cover available.

Streetwise, 10%, PER, CHA, REA.
The character is familiar with the seamier side of life: How to behave around criminals, making contacts and negotiating with them, where and how to obtain contraband and other illegal items. In effect, Streetwise is an urban survival skill.

Surgery, 00%, DEX.
The character is trained at performing surgical operations on badly injured characters. The character must have suitable equipment and facilities available to make use of this skill.

Survival, 10%, END, REA.
The character is able to survive in hostile environments. This skill covers the ability to find and build shelter, to forage for food and water and to set traps to catch and kill small game.

Swim, 25%, END, STR.
In addition to (obviously) being able to swim, this skill is also used in attempts to rescue a drowning person. However, attempts to revive a drowning victim are covered by **First Aid**.

- **Thania:** You served a full tour with Space Commander Travis, didn't you?
  Par: Five years. He was hard.
  Thania: But fair.
  Par: No, not often, anyway. But you could always rely on him not to get you killed unnecessarily. He never wasted troopers.
- *Trial.*

Tactics, 00%, REA.
The skill of planning battles and skirmishes involving small units. The character is familiar with small unit tactics and may be able to predict an enemy's plans as a battle develops.

Teleport Systems, 00%, REA.
The character is familiar with the principle of matter transmission but neither the Federation nor any of the other major governments have actually developed a reliable, working teleport system. The Federation, in particular, established a very large teleport research project but it was abandoned for lack of results. The only known working systems are those on the *Liberator* and *Scorpio*.

Thrown Weapons, 20%, DEX, STR.
The skill of throwing weapons such as grenades and knives.

Unarmed Combat, 25%, DEX, INI, STR.
The skill of fighting without a weapon. This skill covers attacking and defending with fists, feet, the head and any other convenient parts of the body. It also covers attempts to restrain an opponent and to escape from such restraint.

Vehicle (Air), 00%, DEX.
Vehicle (Ground), 15%, DEX.
Vehicle (Water), 00%, DEX.
The above three skills are required when attempting to handle the appropriate type of vehicle.

Weapon Systems, 00%, REA.
The character can design, build, or modify advanced weaponry, including blasters, given the right tools.

Psionic Skills

A list of psionic skills can be found in Section 8, Psionics but may only be selected with the referee's permission.

3 CAREERS

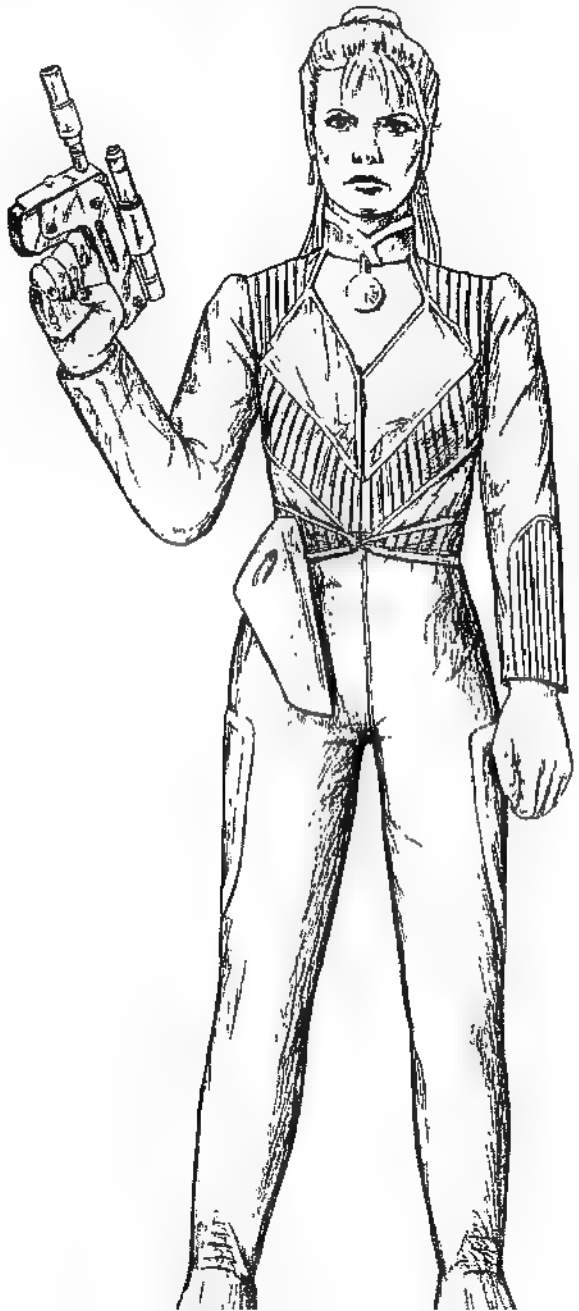
- I am a good officer. I have been in the service all my adult life. I am totally dedicated to my duty and highly trained in how to perform it.
  - *Travis, Trial.*

Overview

Unlike some other RPGs, no artificial *"character class"* restrictions on what skills and abilities a character may know or possess are imposed on characters. However, as a rough guide, a few templates for the most common character types are given below. Please note that these are only suggestions and that players are free to select whatever combination of skills they wish, although the referee may expect a good story to explain particularly exotic combinations! The suggested skills are simply the ones a character should possess if he is to be good at the job.

Assassin, Gunfighter

A professional killer, often for hire, an assassin is usually from one of the more heavily-populated worlds where the criminal organisations (E.g. the Terra Nostra) that employ them can be found. Alternatively, the assassin might be in the service of the Federation or some other government. Combat skills are obviously important, especially quiet ones like Melee Combat or Unarmed Combat. Skills to help them get close to a victim like Disguise, Stealth or Streetwise should also be taken.



- I don't give my allegiance at all. I sell my skill.
  - *Soolin, Power.*

Barbarian

A native of a technologically primitive world. Obviously, the less technological skills are most appropriate, especially Survival, Recon and Melee Weapons. Farming or Mining might also be appropriate, if the character is from a less primitive world. Finally, there is no reason why a barbarian should not have picked up a few technological skills since leaving his home world. The Space Rats and similar groups are essentially technologically advanced barbarians with a great fondness for sophisticated weapons and high speed transport.

Bounty Hunter

Bounty hunters hunt down, and usually kill, criminals for the reward money the Federation, or any other government, offers. They are generally to be found on frontier worlds hunting down their victims and are especially common on Federation open worlds where the rule of law has been suspended as this naturally attracts the criminals they prey on. Weapons and combat skills are a priority, especially Fast Draw and Firearms. As they spend most of their time on frontier worlds, outdoor survival skills like Survival, Stealth and Recon are also useful.

- **Deva:** One bounty hunter killing another?
  Blake: It's a competitive profession.
  Deva: That isn't funny.
  Blake: Neither was Tando.
  - *Blake.*

Colonist

Settlers on frontier worlds, trying to carve out a new life. Survival is probably the most important skill but ones like Farming, Mining, First Aid, Medical or technical skills are also important if the character is to be of any use to the colony.

Diplomat, Kommissar or Administrator

These are all government officials. The first two are special cases of the third: A diplomat is a one government's representative to another while a Kommissar is a Federation official sent to primitive worlds to *"advise"* and, if necessary, replace their rulers. All three careers require good skill levels in Administration, Psychology, Political Science, Research and Bargain. Diplomats and Kommissars would also benefit from a good CHA.

Doctor or Medic

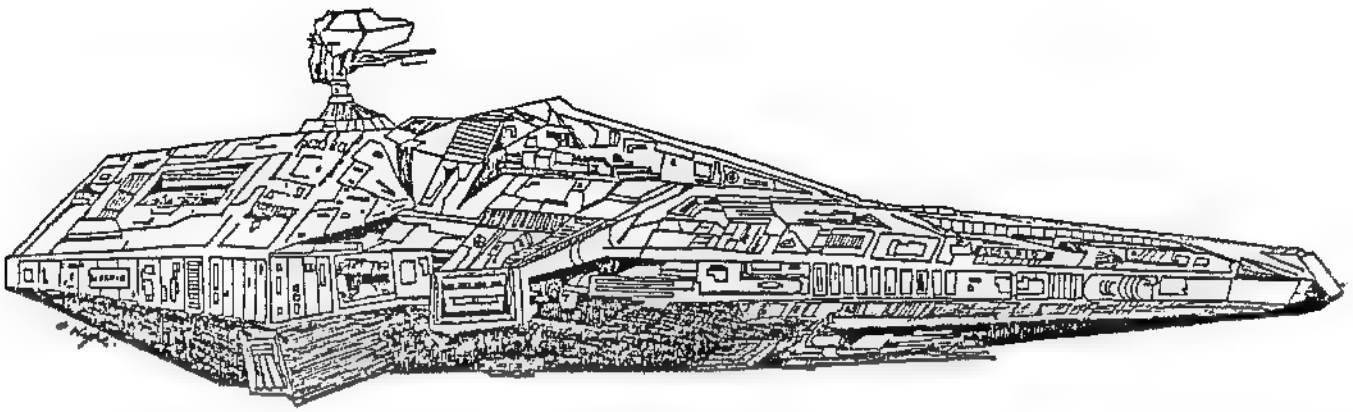
The main difference between the two is that a medic tends to specialise in immediate medical attention for wounds while a Doctor tends to be more versatile. The most important skills are Medical for a Doctor and First Aid for a medic although they should have good skill levels with both. Characters wishing to specialise in particular areas might also want to consider, for example, Surgery, Computer Science and Electronics for cybersurgeons or Biology and Chemistry for geneticists.

Merchant

An interstellar trader, a merchant's most important skills will be Bargain, Fast Talk, Psychology and possibly Economics to ensure he gets the best prices for his cargoes. Pilot is also a possibility.

Pilot

A pilot specialises in flying ships above all else, whether civilian or military. Pilot, Navigation and Detector Operations are of paramount importance. A civilian pilot would probably also find Administration and Fast Talk useful. Military pilots will need to have good skill levels in Ships' Tactics and Gunnery. Both will also find Communications Systems, Forcewall Systems, Space Drive Operations and EVA useful.



Scientist, Technician or Academic

These are characters whose skills and abilities tend to be mentally-, rather than physically-oriented although technicians' skills tend to have more immediately practical applications than scientists or academics. Generally, they will tend to have very high skill levels in one or two scientific, technical or academic skills and a fair degree of familiarity with a range of others. Research is also especially important to scientists and academics. Anybody intending to create a character based on one of these three types is advised to give priority to REA!

Smuggler or Pirate

Smugglers and pirates are space-based criminals. Smugglers transport contraband from world to world while pirates attack shipping and colonies for plunder. Both character types will need good space-based skills, especially Pilot, Navigation and Detector Operations. Furthermore, a smuggler may also find Bargain or Forgery useful while combat skills and Gunnery are invaluable to a Pirate. Streetwise is also highly recommended.

Trooper, Guerrilla or Mercenary

These character types are basically soldiers. Both troopers and mercenaries are professional soldiers but the former owe their loyalty to a government (like the Federation) while latter fight for money. Guerrillas are generally irregular soldiers but may be the survivors of a defeated army fighting on after their government has surrendered. They tend to be less disciplined and more highly motivated than their trooper and mercenary counterparts. Any combat or outdoor survival skills will be useful. Guerrilla leaders often also have knowledge of Political Science.

- **Blake:** A professional thief.
  Vila: More a vocation than a profession. Other people's property comes naturally to me.
  - *The Way Back.*

Thief

With such a wide range of ways to steal things open to a thief, there is also a wide range of skills likely to be useful. These include Pick Pocket, Security Systems, Disguise, Stealth, Streetwise, Hide and Demolitions. A thief might also choose to specialise in just a few of those skills.

4 TASKS AND SKILL USE

- **Blake:** Avon, concentrate on Zen, give priority to the detectors and the navigation systems... and then see if you can get us some scans.

  Avon: Is that all? What shall I do with the other hand?

  - *Redemption.*

Overview

A task is any action a character may wish to attempt. After the referee considers what the character's objective is, he decides what skills or attributes are relevant to the task, how difficult the task is and any other special considerations or circumstances. The outcome of the task, successful or otherwise, is then determined by a 1d100 roll.

In its most basic form, a task is simply a description of the task's objective and the relevant skill or attribute. For attributes, multiply the attribute score by five to get the equivalent skill level. A task is successful if a 1d100 roll is less than or equal to the character's skill level.

- *Example.* Jerin Seldon is faced by a locked door he must get through. He has two alternatives: to try to pick the lock on the door or to try to break it down. Jerin has STR 8 and Security Systems 35%. He will succeed in the first task, picking the lock, if he rolls 35 or less on 1d100.

  Jerin's STR is 8 so he will succeed in the alternative task, breaking the door down, on a roll of 40 or less (8 x 5 = 40). Thus, his chances are better of breaking the door down but, of course, that is noisier and more likely to be noticed...

There are, however, a large number of factors which can be introduced to make tasks more flexible, varied and challenging. These are described in the remainder of this section.

Task Difficulty

Tasks can vary in difficulty (E.g. repairing a damaged space drive becomes rather more difficult when doing it while wearing a space-suit). The simplest way of adjusting the difficulty of a task is to add or subtract modifiers to the character's skill level for a task attempt. A negative **skill modifier** makes a task more difficult while a positive skill modifier makes it easier.

- *Example.* Continuing with the situation in the previous example, the referee rules that the lock on the door is particularly complex so that picking it is more difficult than normal and imposes a difficulty modifier of -25%. 25 is subtracted from Jerin's skill level and to succeed, Jerin must now roll less than or equal to 10 on 1d100 (35-25=10).

If the referee wishes, for particularly crucial tasks, he may wish to draw up a detailed list of modifiers in advance (E.g. -15% to Security Systems for fingerprint locks, -20% for magno locks, -45% for voice recognition locks and so on...).

In most cases, however, a rough estimate of the task's difficulty with, possibly, a few additional modifiers will suffice. To simplify and speed up task definition, a set of standard difficulty levels and skill modifiers can be used. These are detailed in the table below:

Task difficulty

Difficulty	Modifier
Easy (ESY)	+25%
Routine (RTN)	+00%
Difficult (DIF)	-25%
Very Difficult (VDF)	-50%
Impossible (IMP)	-75%

- *Example.* The task in the previous example, picking the complex lock, can be described as a DIF Security Systems task.

Skill Improvement

Improvement by Experience

As characters become more experienced, their skills will also improve as a result of their experiences. The more a character uses a skill the better he becomes at it.

During play, whenever a character succeeds in a task, mark the skill used. A space is provided in the skills section of the character sheet for this purpose. Note that only skills that have been successfully used may be marked. Neither unsuccessful skill uses nor attribute uses, successful or otherwise, may be marked. Also, no matter how many times a skill is used during the course of play, it may only be marked once until an improvement check is made.

The referee may also decide that a skill may not be marked, even though it was successfully used, if he feels the task was too easy for the character to have learned anything from the experience (**E.g.** ESY tasks).

When the referee decides it is appropriate, all of a character's marked skills are checked to see if they have improved through experience. In general, this will be whenever there is a reasonably long lull in the character's activities so that he has an opportunity to rest and absorb the lessons of his recent experiences.

To check to see if a marked skill has improved, roll 1d100. If the die roll is greater than the character's current skill level, it is raised by 1d6 points. Otherwise, the skill level remains unchanged.

Note that this simulates a learning curve in that a character with a low skill level is less likely to successfully use that skill than one with a higher skill level but is more likely to learn from the experience. As you become more proficient, it becomes harder and harder to improve your expertise.

- ***Example.*** During the course of play, Jerin has successfully used the following skills:

  Interrogation, current skill level 25% and Security Systems, current skill level 35%.

  For Interrogation, he rolls 51. This is greater than the current skill level of 25% so his skill level has improved. He now rolls 1d6 to see by how much it improves. He rolls 3 so Jerin's new Interrogation skill level is 28%.

  For Security Systems he rolls 24. This is not greater than his current skill level so that skill does not improve.

Improvement by Study

A character can try to improve his skills by training or study.

In general, the character will need a trainer. To improve his skill, the student character must roll the difference between his trainer's skill level and his own on 1d100. i.e. (Trainer's skill - Student's skill) or less on 1d100.

The referee will determine how much time must be spent in study or training before an improvement check can be made (q.v. Time). The study time required should be higher for complex skills and increased if the studying is not being done full time. Particular skills may also need special facilities or equipment (**E.g.** Surgery).

- ***Example.*** Jerin is being trained by a fellow rebel in an attempt to improve his Security Systems skill:

  Jerin's current skill level is 35%. His trainer's is 75%.

  His chance to improve his Security Systems skill is 40% (75 - 35 = 40). Jerin rolls 53. This is greater than the difference between his skill level and his trainer's so his Security Systems does not improve (this time, anyway...).

Automatic Success and Failure

Skill levels and modifiers may result in situations where a character has apparently no hope of success or no fear of failure. To avoid this and maintain a degree of uncertainty in any task, the referee may decide that there will always be at least a minimal chance of success or failure.

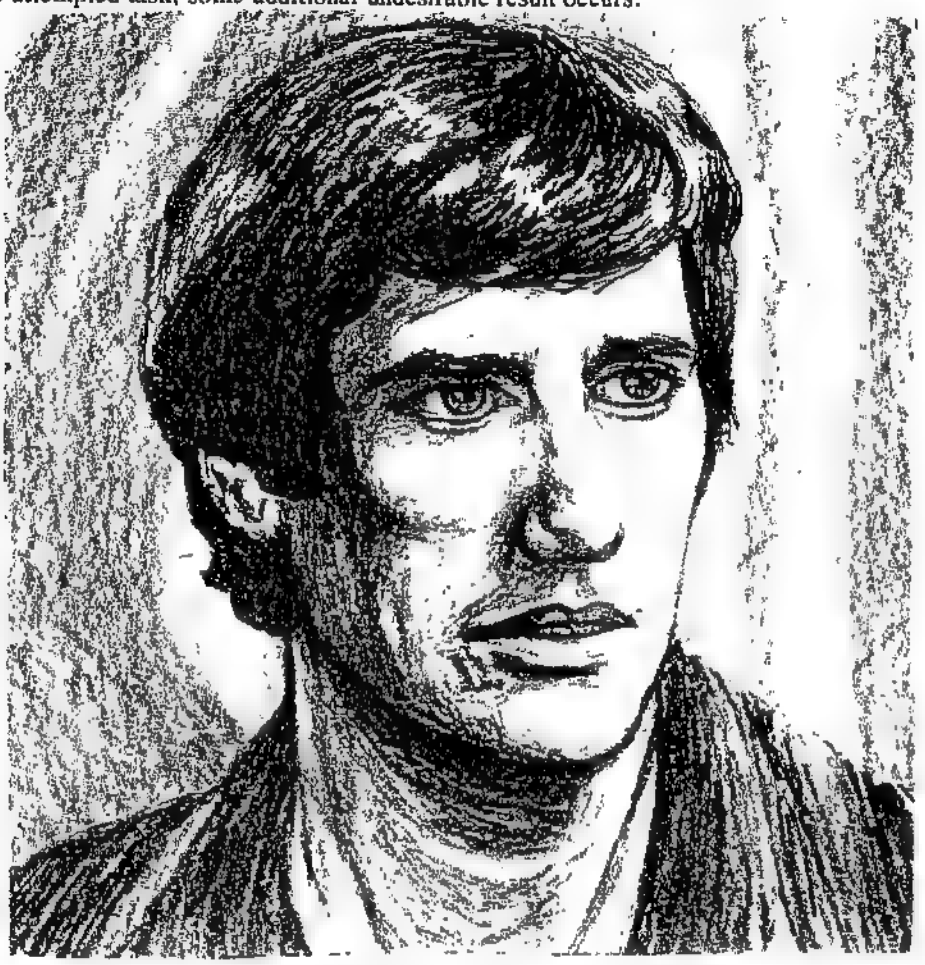
Regardless of skill level and any modifiers for task difficulty, a roll of 01 is always considered a success and, similarly, a roll of 00 is always considered a failure.

Outstanding Success and Catastrophic Failures

A referee may wish characters attempting tasks to occasionally be able to achieve results exceeding their expectations or to fail disastrously. These outstanding successes and catastrophic failures should not be overused and should occur only if the referee considers that they are appropriate.

If a character attempts a task and rolls less than or equal to 10% of the required number, the character may be considered to have achieved an outstanding success. The exact results of this, if any, are left to the referee to decide but, in general, the task is either completed much more quickly than usual (q.v. **Time** later in this section) or additional and beneficial results occur.

Similarly, a character who attempts a task and fails and rolled a score of 96 or greater may have suffered a catastrophic failure. If the referee judges that this may have happened, the character should immediately attempt to roll less than or equal to his skill unmodified level on 1d100. Failure means that, in addition to the consequences of failure at the attempted task, some additional undesirable result occurs.



- I've learned to live with disappointment.
- *Avon, Assassin.*

Secret Tasks

There will be occasions when a character will need to perform a task but the referee will not want the player controlling the character to know of the outcome or even that a task is called for. Good examples of such tasks are checks to see if a character has noticed something.

The referee should make the die roll himself, noting the outcome. If the task was successful, he should also record that for the purposes of **Skill Improvement** (q.v. earlier in this section).

- *Example.* Jerin wants to sneak across a dark compound to a building. However, there is a camera mounted on the building and looking onto the compound. Attempting to move directly across the compound will almost certainly mean he will be detected. The referee checks to see if Jerin has noticed the camera and decides that this will be a secret PER task.

  Jerin's PER is 16. The referee rolls 1d100 to decide if Jerin spotted the camera. He rolls 82 so Jerin has failed to spot the camera so the referee does not mention it when describing to the player what the compound looks like.

  If the task had been successful, the referee would have told the player about the camera but because the task was attribute-based, rather than skill-based, no skill increase check would be noted.

Uncertain Tasks

These are similar to secret tasks in that the player controlling a character does not know the exact outcome of a task but differs in that the player has a rough, and possibly inaccurate, idea of the outcome. Uncertain tasks are especially useful for tasks involving information- or opinion-gathering.

Both the player and referee should make die rolls, the referee's being kept concealed from the player. The average of the two results are used to determine the outcome of the task. The player has a some idea of whether or not the task has been successful, based on his die roll, but cannot be certain because he does not know what the referee's die roll was. Again, if the task was successful, the referee should also note that for the purposes of **Skill Improvement** (q.v. earlier in this section).

- ***Example.*** Jerin is attempting to interrogate a captured Federation trooper to work out a way to break in to a base. He has Interrogation 25% and the referee decides that the interrogation is an uncertain RTN Interrogation task.

  Jerin's player rolls 34 while the referee rolls 12. The average of 34 and 12 is 23 so Jerin has successfully obtained the information he wanted. However, Jerin cannot be certain that he has succeeded. The referee also has to note down that Jerin succeeded in using his Interrogation skill for the purposes of Skill Improvement.

Time

Often, characters are up against a deadline: It is important that a task be carried out within a certain time. A prime example from the programme is Avon's and Del Grant's race against time to defuse the Solium radiation device before it destroys all life on Albian in the episode *Countdown*.

Time considerations are also a good way of discouraging characters who want to attempt a task over and over again until they succeed. Each attempt takes that much more time, time which may be extremely precious...

To determine how long a task attempt took, the referee should first estimate the average time for an attempt and divide it by ten. Multiply the result by 3d6. The result is the time taken by the task attempt.

The player should be informed of how long the task attempt will take and given a chance to stop the attempt before revealing any results to him. Alternatively, if the length of time taken is particularly long or time especially pressing, the referee may prefer to tell the player at several points how much time has passed without any result so the player has a chance to abandon the task attempt or to continue with it.

Time considerations can be noted in a task description by writing the average time divided by ten in the task description.

- ***Example.*** In the previous example, Jerin decides to repeatedly interrogate the prisoner to ensure he is telling the truth. He has only an hour before he must attempt to break into the base, however. The referee decides that each round of questioning of the prisoner will take an average of 20 minutes. The interrogation attempt is now an uncertain RTN Interrogation (2 minutes) task.

  For the first round of questioning, the referee rolls 13 on 3d6. The time taken is thus 26 minutes (13x2 minutes).

  For the second attempt, the referee rolls 17. The second round of questioning will take 34 minutes. The referee informs the Jerin's player that 15 minutes have passed and he still has not finished his questioning yet. Does he wish to continue? He does. The referee then tells him that another fifteen minutes have passed. This time, deciding that time is running out, Jerin decides to stop questioning his prisoner and gets ready for his mission...

- **Blake:** Can we help?
  Cauder: If you can't, every living being on this planet will be dead within hours.
  Vila: Oh dear
  - *Countdown.*

Hasty Tasks

Sometimes, a character may wish to carry out a task as quickly as possible. This is called a hasty task. This rule is only meaningful if both the time and task difficulty rules are being used.

If a character decides to make a hasty attempt at a task, it must be declared before rolling the dice.

A hasty task becomes one level more difficult (q.v. **Task Difficulty**) but the time taken to attempt the task is halved (q.v. **Time**).

> • **Avon:** Well, what kept you?
> **Vila:** Magno-locks aren't that easy to open. Even for me.
> • ***Redemption.***

Contested Tasks

A contested task is one where the character's efforts are being actively opposed by another, such as, for example, an arm wrestling match. To resolve such a task, both characters should make an appropriate task roll.

If the character succeeds and his opponent fails, the task is successful.

If the character fails, and his opponent is successful, the task has failed.

If both die rolls succeed, the task is successful if the character's die roll succeeded by a larger margin than his opponent's.

The opposing skills may be different. For example, when trying to pick a someone's pocket, the opposing skills would be Pick Pocket for the thief and PER for the victim. Similarly, there may be different skill modifiers for one or the other of the characters in a contested task if the referee feels that the task is more difficult for one of the characters.

- ***Example.*** Jerin is creeping along the corridors in the Federation compound and encounters a sentry. Jerin is alert and moving stealthily so the sentry's task to detect his approach is RTN Recon vs. RTN Recon

  Jerin has Stealth 40% while the Federation trooper has Recon 30%. Jerin rolls 33 while the referee rolls 19 for the trooper. While both Jerin and the trooper made successful task attempts, Jerin's die roll was 7 less than required while the trooper's was 11 less than required so the trooper has heard Jerin moving along the corridor and is alerted...

  Jerin would also have to attempt a task to detect the approaching sentry but that is another story.

  The example also illustrates that while the odds favour the character with the higher skill level or attribute, the outcome is by no means certain.

Repetitive Tasks

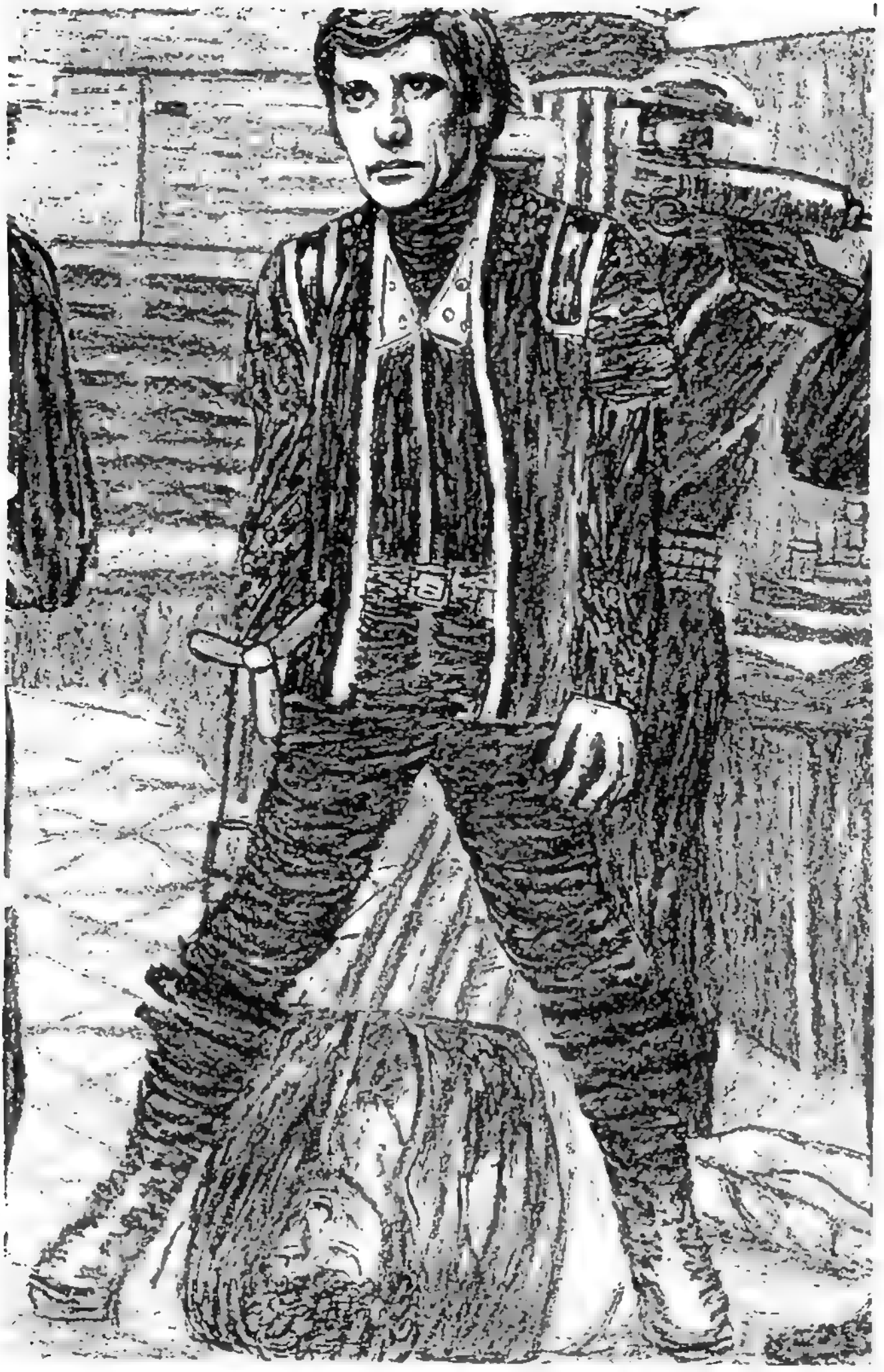
The task rules are best suited to dramatic situations where detailed handling of events is needed (**E.g.** A gunfight or attempting to pick a lock). This also means that using them for repetitive or routine tasks (**E.g.** Repairing damage on a ship or long-term healing) can result in a lot of tedious dice-rolling. To speed things up in such situations, the following simplified task rules can be used:

The referee should determine how much time is being spent on the task, the average amount of time each attempt will take (q.v. **Time**) and the character's skill level, along with any task modifiers.

The referee can then determine, on average, how many attempts at the task the character will be able to make and then assume the character will succeed in a proportion of those equal to his skill level (**E.g.** A character with a skill level of 50% would be assumed to have been successful at half the task attempts).

Psionic Tasks

The use of psionic abilities introduces additional factors into task resolution, notably range modifiers and PSI point expenditure. For convenience, these are described in Section 8, **Psionics**.



5 PERSONAL COMBAT

- **Blake:** Nice shot.
  Avon: I was aiming for his head.
  - *Orac.*

Overview

Inevitably, there will be times when a situation has to be resolved through violence. The combat system is intended to reflect the nature of combat in *Blake's 7*: Speed of the combatants' reactions is vital as a battle is often decided by who gets off the first shot. Gunfights are also very dangerous - the first hit usually knocks the victim out of the fight, if it does not actually kill him.

The combat rules are organised to provide two levels of complexity. One, the basic combat system, gives speed of play priority over detail. The other, the advanced combat system, provides players and referees desiring greater detail with more complex and detailed rules. However, the price will be slower resolution of combat. Players and referees desiring to use the basic combat system should ignore any headings marked **Optional**. A number of optional rules will only be usable if other optional rules are also in use. All such **prerequisite** rules will be listed.

- **Avon:** So you're going to kill me?
  Tynus: It's nothing personal.
  Avon: I shall try not to hold it against you.
  - *Killer.*

Turn Structure

In combat, time is divided into **phases** which represent approximately 1 to 3 seconds of time. A character may perform one action in a phase unless the character is surprised (q.v. **Effects of Surprise**). In addition, a character who is the target of an unarmed or melee combat attack may perform a block or parry each time he is so attacked. Actions may not be saved from one phase to another.

Basic Combat Order of Actions

When combat begins, determine if either side in the fight has the advantage of surprise (q.v. **Determining Surprise**). This may affect characters' ability to perform actions in the first few phases of combat.

During a phase, characters perform actions in order of INI, characters with higher INI attributes performing actions first. If two or more characters have the same INI, the order in which they perform actions is determined randomly.

Advanced Combat Order of Actions (Optional)

This method of determining the order in which characters act during a phase makes the actual order much less predictable and, therefore, more tense. High INI characters still have an advantage over those with lower INI but they are no longer guaranteed to act first. The disadvantage of using this method is that it involves more dice-rolling and so will take more time to resolve.

When combat begins, determine if either side in the fight has surprise (q.v. **Determining Surprise**). This may affect characters' ability to perform actions in the first few phases of combat.

A phase is divided into 20 **Initiative Points** (IPs), numbered from 20 to 1. IP 20 is the first IP in a phase, and IP 1 is the last. Characters perform actions during a phase on his IP. A character's IP varies from phase to phase and is determined at the start of each phase. It is equal to:

1d10 + INI/2 (Rounded up)

Note that while there are potentially 20 IPs in a phase, usually characters will act on only a small number of the possible IPs.

Characters perform actions in order of IP, highest IP first. If two or more characters have the same IP, the order in which they perform actions is determined randomly.

Reactions (Optional)

- **Prerequisite: Advanced Combat Order of Actions**

The following rules may be used in conjunction with the advanced combat order of actions to make the order in which characters act during a phase even less predictable. Like advanced combat order of actions, this entails extra complexity and, consequently, will slow down play further.

While a character may not act before his IP has been reached, he may decide to wait until a later IP to see what other characters will do. After another character (The **current character**) has stated what action he intends to perform but before the action is resolved, the character (the **reacting** character) may then declare that he wishes to perform an action, attempting to pre-empt the current character (**a reaction**).

The reacting character must attempt a RTN INI vs. RTN INI task. If he succeeds, the reacting character may act before the current character. Otherwise, he must act after the current character or lose the opportunity to perform any action in the current phase.

If several characters declare that they wish to attempt reactions at the same time, the reacting character with the highest IP attempts the task first. The first character to succeed may act before the current player. All reacting characters who failed the task or who never had a chance to attempt the task may perform actions after the successful reacting character (if any) and the current character. The order in which they perform actions is determined randomly.

The following restrictions apply:

- All reaction attempts must be declared after the current character has stated what action he intends to perform but before the action is resolved.
- A character may not make a reaction attempt against a successfully reacting character but he may do so against an unsuccessfully reacting character.
- A character may only make one reaction attempt per phase.

Actions

Actions a character may perform during a phase include:

- **Move.** A character can crawl two metres, walk eight metres or run sixteen metres.
- **Take cover.** Dive for, roll into or otherwise take advantage of any convenient cover.
- **Unarmed combat.** An unarmed hand-to-hand attack.
- **Armed combat.** An armed hand-to-hand attack.
- **Fire combat.** Fire a weapon at a target.
- **Aim.** Improves the chances of hitting a target.
- **Prepare a weapon.** Draw, load or otherwise prepare a weapon.
- **Observe.** Watch or attempt to locate friends and enemies to assess the state of the battle.
- **Other actions.** This covers any actions a character may wish to perform which does not fall into one of the above categories. In general, it is up to the referee to decide if a particular action is possible or not.

Each of these actions is described below.

Determining Surprise

When two groups of characters are about to encounter each other, to determine if either group has detected the approach of the other, each group must attempt a task. If the other group is not fully alert or has no reason to expect trouble, the task is RTN Recon.

> - My reflexes are dull. They almost fell over me before I heard them.
>   - *Cally, Bounty.*

If the enemy is alert and expecting to encounter trouble (**E.g.** they may be responding to an alarm), the task is RTN Recon vs. RTN Recon.

In either case, the task is attempted by whichever character is in the lead, or is closest to the enemy group, if the groups are not heading directly for each other.

If neither group detects the other, both groups are **surprised**.

If both groups detect each other, neither group is **surprised**.

If one group spots the other but is not detected in return, the other group is **surprised**.

The effects of being surprised are explained later.

Ambushes

A common tactic in combat is to set up an ambush for your opponents and to attempt to take them by surprise.

To set an ambush, the attackers' victims must be unaware of their presence. This is usually achieved by hiding in advance and waiting for the enemy to approach.

Each character in the group being ambushed will spot the ambush if he succeeds in a DIF Recon vs. RTN (lowest Hide skill in ambushing group) task.

Failure means that character is **surprised**.

Effects of Surprise

In the first phase during which a character is surprised, he may not perform any actions at all.

In all following phases, the only action a surprised character may perform is to **take cover**.

Any attacks on a surprised character have a +25% modifier.

At the end of each phase, a surprised character recovers from being surprised on a RTN INI task. Success means that the character may perform actions normally, starting with the next phase. Failure means that the character is still surprised.

Fire Combat

Fire combat covers attacks using weapons which fire a projectile or beam at a target.

Rate of fire

A weapon's listed rate of fire is the number of shots which may be fired with the weapon in a phase as a single action.

Range

A weapon's listed range is close range for that weapon. Medium range is double the listed range and long range is three times the listed range. Point blank range for any weapon is (the firer's DEX÷3) in metres.

Hit procedure

Hitting a target is a Firearms task. The difficulty of the task is ESY if the target is at point blank range, RTN at close range, DIF at medium range and VDF at long range. In addition, the following modifiers apply:

- ...there will be companions for my death. I plan to raid the complex, to destroy until I am destroyed.
  - *Cally, Time Squad.*

Fire combat and thrown weapons modifiers

Situation	Modifier
Target is running	-10%
Target is prone or crouching	-15%
Target is under extensive cover (**E.g.** only head is exposed)	-25%
Target is under partial cover (**E.g.** head and shoulders exposed)	-15%
Target is surprised	+25%
Target is obscured by light cover (**E.g.** smoke, undergrowth)	-10%
Firer attacked by unarmed combat or melee combat attack this phase	-15%
Firer is running	-40%
Firer turned to face target	-20%
Firer pops out to fire (**E.g.** round corner and then back again)	-20%
Firing a two-handed weapon (**E.g.** a rifle) single-handedly	-20%
Firing at a specific body location (If hit location is in use)	-30%
Per phase of aiming (Maximum of 3 phases)	+15%

If a fire attack is successful, roll for the appropriate damage inflicted by the weapon (**E.g.** A Federation blaster rifle inflicts 2d10 damage) on the target. Refer to Section 6, **Wounds and Injuries** to determine its effects.

Thrown Weapons

Thrown weapon combat is similar to fire combat in many respects. Any hard object can be thrown at a target. Common thrown weapons include knives and grenades.

Rate of fire

Only one weapon may be thrown per phase.

Range

If the thrown weapon weighs less than 1kg, close range is the throwing character's Thrown Range attribute, medium range is twice close range and long range is three times close range.

If the thrown object weighs more than 1kg, divide all ranges by the object's weight in kilograms.

Point blank range is (Throwing character's DEX+3) in metres or half of Throw Range, whichever is less.

Hit procedure

Hitting with a thrown weapon is ESY Thrown Weapons at point blank range, RTN at close range, DIF at medium range and VDF at long range. The modifiers for fire combat also apply. If a target is hit, the damage inflicted is (Weapon damage + H-to-H Dam). See Section 6, **Wounds and Injuries** to determine its effects.

Deviation

If a thrown weapon misses its target and it is necessary to determine where it landed (**E.g.** it is a grenade or other thrown explosive), roll 1d10 and consult the **Deviation Direction Table** below:

Deviation Direction Table

-> Direction of Throw->		
2	3	4
1,10	Target	8,9
5	6	7

The deviation distance is 1d10 metres. **Exception:** Deviation distance is never more than half the distance between the thrower and the target. If the deviation distance rolled is greater than half the distance between the thrower and the target, keep halving the deviation distance until it is less than half the distance between the thrower and the target.

Aim

A character may spend up to three actions aiming before making an attack. Each aim action gives a +15% skill modifier to the attack. To perform an aim action, the target must be visible. All aim actions must be consecutive and must immediately precede the attack. If the aiming character is hit before making the attack, all aim actions accumulated are lost.

- Missed.
  - *Blake, Horizon.*

Draw a Weapon

Drawing a weapon is an action. A character may attempt to draw a weapon and make an attack or parry with it as a single action. Doing so is a RTN Fast Draw task. If the attempt fails, the weapon is drawn but no attack or parry may be made with it in the current phase. Catastrophic failure means that the weapon has been dropped, entangled or otherwise fumbled and is unusable until an action is spent to recover it.

Unarmed Combat

A character making an unarmed attack may attempt either to strike or grab his opponent. In addition, a grabbed character may attempt an escape.

- **Unarmed Strike**: A basic, simple attack using the hands, feet, head or any other convenient body part. Making a strike is a RTN Unarmed Combat task. A successful strike inflicts (1d6 + H-to-H Dam) points of damage on the opponent.
- **Grab**: An attempt to seize hold of an opponent. Making a grab is a RTN Unarmed Combat task. Once a successful grab has been made, the character may immediately perform a throw or hold on the opponent as part of the same action. The opponent is no longer grabbed if he successfully escapes.
- **Throw**: On a successful RTN Unarmed Combat task, an opponent who has been grabbed may be thrown. The opponent takes 1d6 + H-to-H Dam points of damage and is thrown to the ground. A thrown character is no longer considered grabbed.
- **Hold**: On a successful RTN STR vs. RTN STR task, a grabbed opponent is immobilised until he is released or he makes a successful escape. If a hold attempt fails, the character may repeat the attempt as his next action as long as the opponent has not escaped by then.

  Each phase, a character may inflict the character's H-to-H Dam on a held opponent until the character releases him or he escapes. If hit location rules are being used and the character has a hold on the target's head, the character may choose to inflict suffocation damage (See Section 6, **Wounds and Injuries**)
- **Escape**: On a successful DIF Unarmed Combat task, a character is freed from a grab, hold or choke from one opponent. If he is being grabbed, held or choked by more than one opponent, the character is freed from only one grab, hold or choke of the escaping character's choice.

A character who has been successfully attacked by an unarmed strike or grab may attempt to **block** the attack. A character may always attempt a block but the character may not perform a fire attack as his next action and each block attempt is at a -10% skill modifier for each previous block or parry attempt in the current phase. **Exception:** A character may not attempt to block an attack from the rear.

Blocking an unarmed strike or grab is a DIF Unarmed Combat task.

Blocking an unarmed strike reduces the damage the character takes by (1d6 + H-to-H Dam) points.

Blocking a grab means that the character is not grabbed.

Melee Combat

Making a melee combat attack is much more straightforward than an unarmed combat attack. The character may only attempt an **armed strike**. A successful RTN Melee Combat task inflicts (Weapon damage + H-to-H Dam) points of damage on the opponent.

A character armed with a melee weapon may **parry** an armed or unarmed strike on a DIF Melee Combat task. Success reduces damage taken by (Weapon damage + H-to-H Dam) points.

An unarmed character may attempt to **block** an armed strike. Doing so is a VDF Unarmed Combat task and reduces damage taken by (1d6 + H-to-H Dam) points.

A character may always attempt to block or parry an armed strike but the character may not perform a fire attack as his next action and each block attempt is at a -10% skill modifier for each previous block or parry attempt in the current phase. **Exception:** A character may not attempt to block or parry an attack from the rear.

Observe

A character may wish to avoid any nasty surprises by using an action to attempt to spot hidden and obscured characters and generally to get an overview of the battle. An observe action will allow the character to spot any other characters, hostile or otherwise, in his field of vision.

Attempting to spot a character who is obscured but is not taking any particular care to conceal himself is a RTN Recon task.

Attempting to spot a character who is making full use of cover to conceal himself is a RTN Recon vs. RTN Hide or Stealth task, depending on whether the character attempting to conceal himself is moving or not.

Attempting to spot a character who is out in the open is automatically successful.

Explosives

Explosions

Explosives are rated for the amount of damage they inflict and their blast radius. The explosive inflicts full damage on all targets within the blast radius. The explosive inflicts half the listed damage on all targets outside the blast radius but who are within twice the blast radius. Damage is rolled separately for each individual target.

> • "Bang, you're dead". You know the sort of thing.
> • *Bayban, City at the Edge of the World.*

Demolitions

Explosive charges can be set to breach a barrier. If the breach is large enough, entire structures can be destroyed by causing their structure to collapse.

To resolve a breaching attempt, determine how far into the barrier the charge penetrates by dividing the damage inflicted by the toughness of the barrier. Typical values for various materials are listed in the **Material Toughness Table** below. The result is the depth of penetration in centimetres.

The size of the breach is equal to (depth of penetration - thickness of barrier), measured in centimetres.

Properly set, explosive charges can be made much more effective in breaching barriers. This is usually done by placing heavy materials like sandbags or rocks around the charges to contain and focus the force of the explosion (Tamping) and proper emplacement of the charges.

Setting an explosive charge properly is a RTN Demolitions task. Properly set charges double the inflicted damage on the barrier being breached but halve the blast radius and damage for all other targets.

Material Toughness Table

Material	Toughness	Material	Toughness
Wood	1/4	Brick or stone	1
Dirt	1/3	Steel	2
Plastics	1/2	Hardened steel	3
Herculanium/other super-hard alloy	5		

6 WOUNDS AND INJURIES

- **Blake:** Is he dead, Avon? Is Travis dead?

  Avon: He is now. Are you?

  Blake: I've had better days.

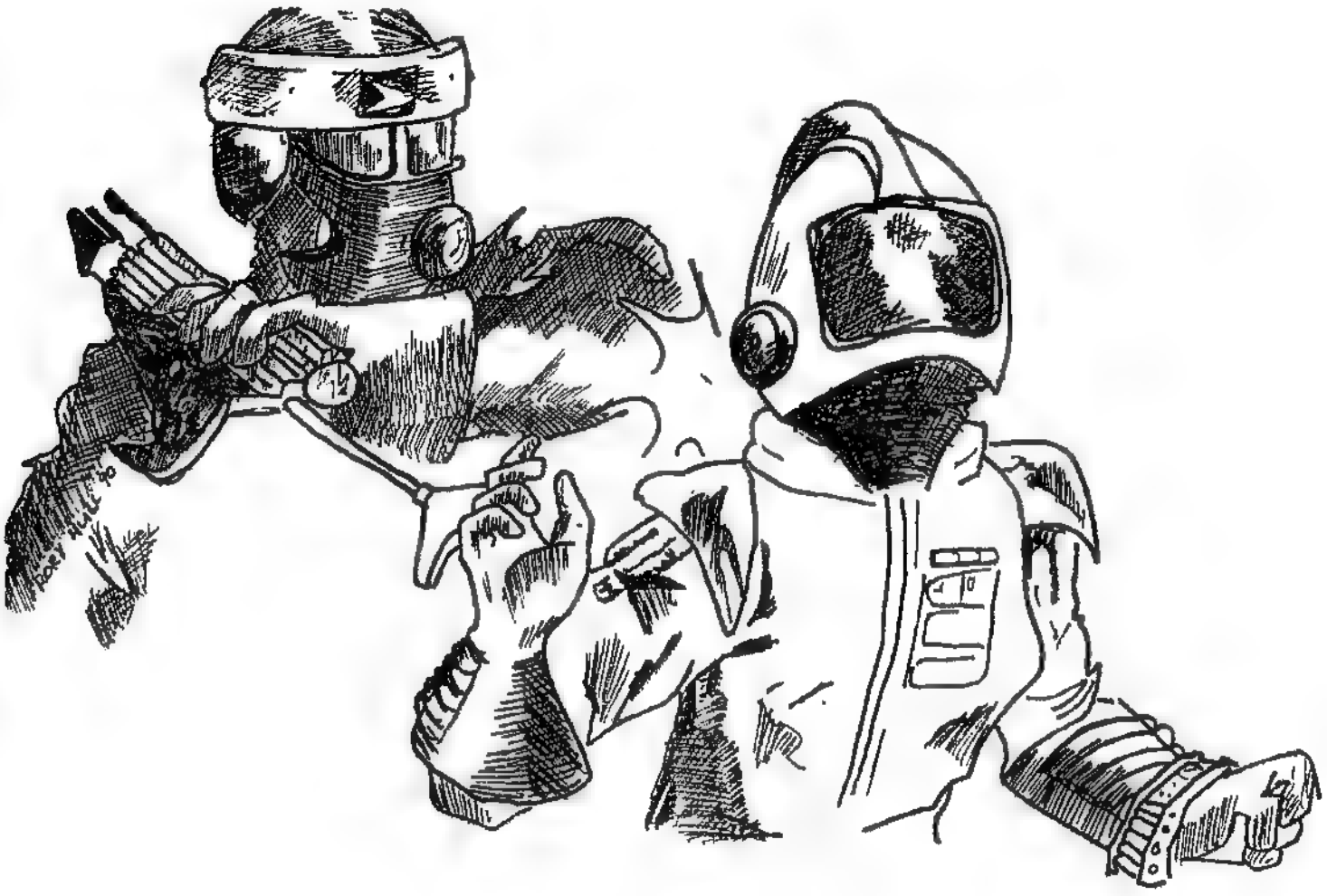
  • *Star One.*

Overview

Injury to a character is measured in terms of points of damage which are subtracted from his current total hit points. The exact number of points of damage taken is usually determined by dice roll. The effects of damage on a character depend on his current total hit points, his maximum hit points and how much damage the character has just taken.

In addition, an optional hit location system is provided. If it is used, the effects of damage also depend on where the wound was taken. As with all other optional rules, the hit location system provides additional detail and complexity at the cost of being more time-consuming.

Injury can be healed by medical care and rest. If the hit location system is used, very severe wounds may result in permanent injury.



Wound Severity

If a character's current total hit points are at the maximum possible, the character is completely healthy and uninjured. His wound status is **uninjured.**

If a character's current total hit points are less than their maximum but greater than half maximum (rounded up), the character's wound status is **lightly wounded.**

If a character's current total hit points are less than or equal to half maximum (rounded up) but greater than 0, the character's wound status is **seriously wounded.**

If a character's current total hit points are less than or equal to 0 but greater than -5, the character's wound status is **dying.** Each phase, the character will take a further point of damage until he dies or he receives medical attention.

When a character's total hit points reach -5, the character is **dead.**

Character wound status

Current total hit points	Wound status
Current total HPs = maximum total HPs	Uninjured
Half maximum total HPs < current total HPs < maximum total HPs	Lightly wounded
0 < current total HPs ≤ half maximum total HPs	Seriously wounded
-5 < current total HPs ≤ 0	Dying
Current total HPs ≤ -5	Dead

Shock: A character who takes a large amount of damage in a single wound may be stunned or knocked unconscious. If a character takes damage equal to or greater than half his current total hit points, the character must attempt a RTN END task. Success means the character is **stunned.** Failure means that the character is **unconscious.** However, if the character is dying as a result of the wound, apply those effects instead. If the character is not dying, note that as a character must take more than half his current total hit points in damage to be stunned, he is also at least seriously wounded.

Wound Effects

> • **Jenna:** How's Avon?
> **Blake:** He'll be all right.
> • *Hostage.*

Uninjured

An uninjured character suffers no penalties.

Lightly wounded

A lightly wounded character has his INI reduced by 3 for as long as he is lightly wounded.

Seriously wounded

A seriously wounded character has his INI reduced by 6 and all tasks suffer a -20% modifier for as long as he is seriously wounded.

Dying

> • Yes, Major, you're dying, but that's what you're paid for.
> • *Tarrant, Rumours of Death.*

The character is unconscious. Each phase, the character takes a further point of damage until a successful RTN First Aid task is performed on him or he dies. If a successful First Aid task is performed, the character has been stabilised. He no longer takes a further point of damage each phase as long as he is not injured again.

The character remains unconscious until his wounds heal sufficiently to bring his total hit points above 0 (Since a successful First Aid task heals 1d3 points of damage, stabilising a dying character may also restore him to consciousness, albeit seriously wounded).

Dead

Fairly obvious, really. The character is beyond hope of revival. If the dead character was a player-character, it is time to roll up a new one.

Stunned

The character has been knocked down. He loses his next action, either in the current phase if he has not acted yet or the next, if he has. This is in addition to the effects of being seriously wounded (Since a character must take more than half his current total hit points in damage to be stunned, he is also at least seriously wounded).

Unconscious

The character has passed out from the severity of the wound. He remains unconscious until a successful First Aid task is performed on him.

Hit Location (Optional)

If these optional hit location rules are used, all the above rules on taking damage and its effects still apply but damage is also taken off the character's location hit points as well as his total hit points.

When a character receives a wound, if the attack was not aimed at a specific body location, roll 1d20 and consult the most appropriate hit location chart opposite to determine where the wound was taken.

Each body location has its own individual hit points. In general, damage received must be subtracted from the character's total hit points and from the body location's hit points. **Exception**: points of damage due to **bleeding** or **dying** are only subtracted from the character's total hit points.

In addition to the above rules on **Wound Severity** and **Wound Effects**, the following also apply to wounds to specific body locations:

Head

If the head is reduced to 0 or fewer hit points, the character is automatically unconscious and will remain unconscious as long as his head has 0 or fewer hit points.

Optional: If the head takes twice its maximum hit points of damage in a single wound, it may suffer a **crippling injury**.

Arms

If an arm is wounded, any task which requires the use of that arm is made one level more difficult.

If an arm is reduced to 0 or less hit points, it may not be used at all.

An arm may never take more than twice its maximum hit points in damage. Any further injury to the arm has no effect on either total hit points or the arm's hit points.

- *Example.* A character has 20 total hit points so his right arm has 5 hit points. It can take a maximum of 10 points of damage so the arm's hit points can only go down to -5 and injury to the right arm can only reduce total hit points by at most 10 points. Any further injury to the arm has no effect on either total hit points or the arm's hit points.

Optional: An arm which takes twice the arm's maximum hit points of damage in a single wound may suffer a **crippling injury**.

Chest

If the chest is reduced to 0 or fewer hit points, the character falls to the ground and may no longer move.

Abdomen

If the abdomen is reduced to 0 or fewer hit points, the character's legs are also useless. The character falls to the ground and may no longer walk.

Legs

If one or both legs are wounded at all, the character's movement is halved.

If either leg is reduced to 0 or less hit points, the character may not walk without crutches or help from another character. He may attempt to crawl as long as his arms are not disabled.

If both legs are reduced to 0 or less hit points, the character may not walk at all. He may attempt to crawl as long as his arms are not disabled.

A leg may never take more than twice its maximum hit points in damage. Any further injury to the leg has no effect on either total hit points or the leg's hit points.

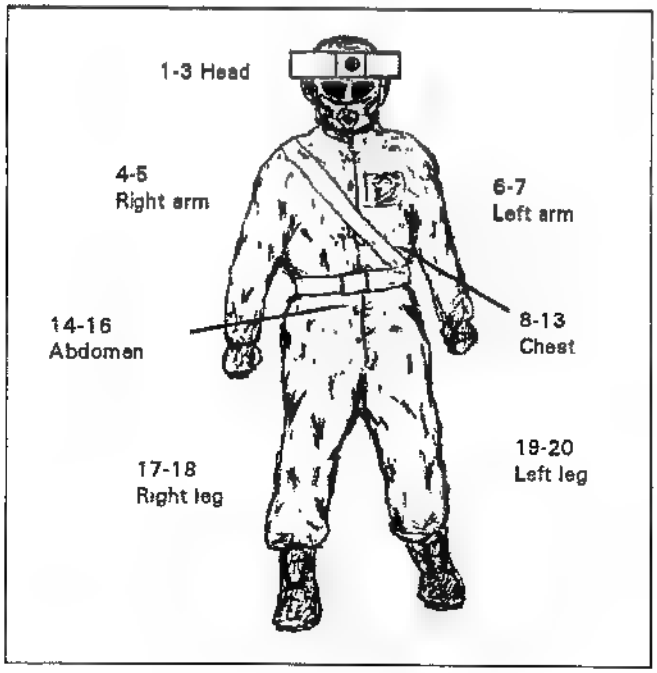
Optional: A leg which takes twice the leg's maximum hit points of damage in a single wound may suffer a **crippling injury**.

Bleeding

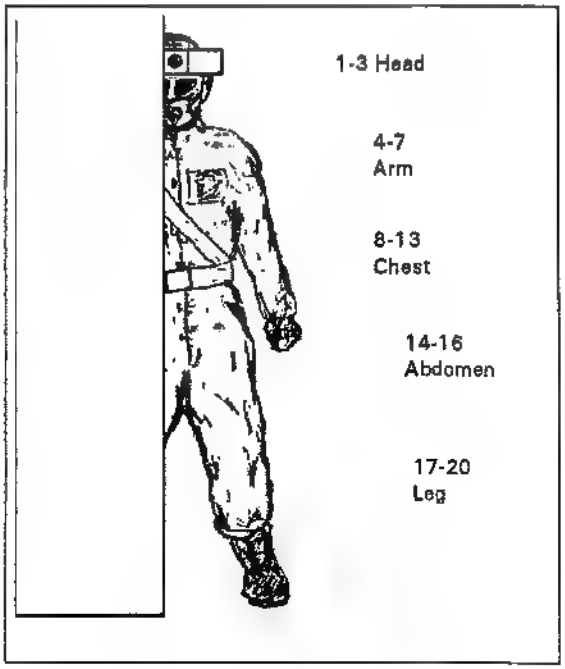
A body location which has taken twice its maximum hit points or more in damage is **bleeding**. Each phase, the character suffers a further point of damage per bleeding location to his total hit points only. Bleeding can be stopped by a successful RTN First Aid task.

Hit Location Charts

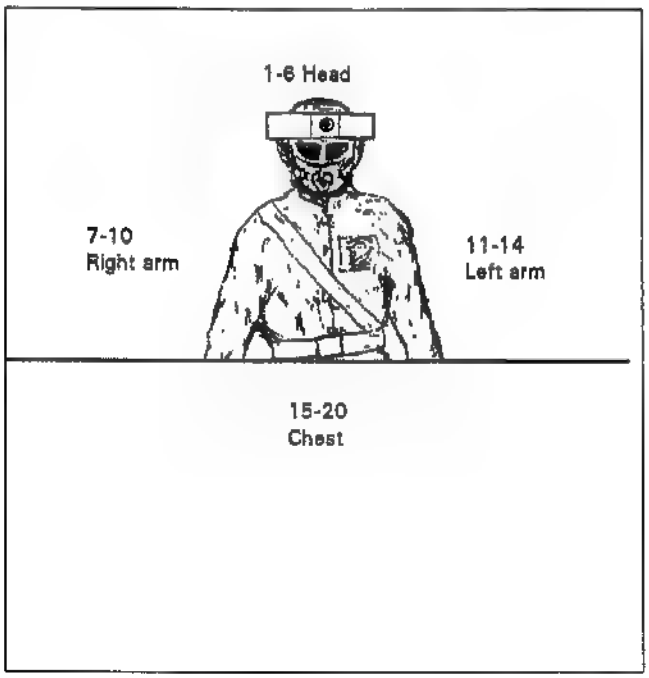
Front shot



Under cover, vertical



Under cover, horizontal



Crippling Injuries (Optional)

- **Prerequisite: Hit location**

A character who takes very extensive damage to his head or limbs may suffer permanent injury as a result.

A character who is wounded in the arm, leg or head for twice or more that location's maximum hit points must attempt a DIF END task or suffer a permanent, crippling injury.

If the character does suffer a crippling injury, roll 1d10 and consult the table below to determine its extent.

Crippling injuries

1d10	Leg	Arm	Head
1	Foot lost	Hand lost	Left eye lost
2	Foot lost	Hand lost	Left eye lost
3	Leg severed at knee	Arm severed at elbow	Left eye lost
4	Leg severed at knee	Arm severed at elbow	Right eye lost
5	Leg severed at knee	Arm severed at elbow	Right eye lost
6	Leg severed at knee	Arm severed at elbow	Right eye lost
7	Leg severed at hip	Arm severed at shoulder	Both eyes lost
8	Leg severed at hip	Arm severed at shoulder	Left ear lost
9	Leg severed at hip	Arm severed at shoulder	Right ear lost
10	Leg severed at hip	Arm severed at shoulder	Facial scarring only

Healing

First Aid

If a character is wounded, a successful RTN First Aid task will restore 1d3 total hit points. The character may not receive another First Aid attempt, regardless of whether the attempt was successful or not, until he is wounded again.

Outstanding success restores 2d3 total hit points while catastrophic failure inflicts 1d3 points of damage.

Optional: If hit locations are being used, a First Aid attempt as described above affects only the character's total hit points. However, a separate First Aid task may be attempted per wounded body location. Each successful task restores 1d3 hit points to that location only and has no effect on the character's total hit points. The character may not receive another First Aid attempt to that location, regardless of whether the attempt was successful or not, until he is wounded there again.

Outstanding success restores 2d3 location hit points while catastrophic failure inflicts 1d3 points of damage.

Recovery

Compared with first aid, recovery is long term recuperation and healing of wounds. Only characters who are not dying (**E.g.** have at least one total hit point remaining) may recover. Dying characters must first undergo **surgery**.

A character without medical attention recovers 1 total hit point each week.

Recovery can be aided by rest and medical care.

Each day that the character receives a successful RTN First Aid task, he recovers 1 total hit point.

Each day that the character rests in a properly-equipped medical facility and receives a successful RTN Medical task, he recovers 1d3 total hit points. Hit points recovered in this way are recovered instead of, and not in addition to, hit points recovered for receiving successful First Aid the previous paragraph.

Optional: If hit locations are being used, each time the character recovers a total hit point, he also recovers 1 hit point from each injured body location.

Surgery

A character who is not dying **may** undergo surgery. One who is dying **must** undergo surgery before he can begin **recovery**.

To perform surgery, the surgeon must have a properly-equipped medical facility available. If the surgeon succeeds at a RTN Surgery task, the patient recovers 1d6 total hit points or now has 1 total hit point, whichever leaves the character with the more total hit points. Failure causes a further 1d3 points of damage.

Optional: If hit locations are being used, each surgery attempt must be on a specific body location. Success restores 1d6 location hit points and 1d6 total hit points. Failure inflicts 1d3 points of damage to that body location and 1d3 point of damage to the character's total hit points.

Suffocation

This rule can be applied to any situation where a character needs to hold his breath: drowning, strangling, poison gas, etc.

A character who is not surprised and so was able to prepare himself can hold his breath for END x 5 phases. At the end of this time the character must make a DIF END task each phase. On the phase he fails and for each phase thereafter, he inhales whatever medium he is currently in or starts to suffocate if he is being choked. Typically, a character immersed in water or being choked takes 1d10 points of damage each phase until he dies or is no longer being suffocated.

A surprised character must attempt the DIF END task each phase, starting on the phase suffocation starts.

- **Blake:** ...We must conserve the air for as long as possible.
  Vila: How long have we got?
  Avon: Minutes.
  Vila: How many?
  Avon: I'll let you know.
  - *Hostage.*

Poisons

Poisons vary so widely that they will have to be described individually. It is possible, however, to describe them generally in terms of the following characteristics. A few examples are described in Section 13, **Equipment.**

Method

This describes the way a poison must be applied to a victim for it to take effect. Examples include:

- **Ingestion.** The poison must be swallowed, probably by placing it in food or water.
- **Insinuation.** The poison must be introduced into the victim's blood, generally by injection.
- **Contact.** The poison must come into contact with the victim's bare skin.
- **Inhalation.** The victim must breathe in the poison.

Potency

Potency is the effectiveness of the poison in numerical terms. The victim must attempt a contested RTN END task against the potency of the poison. Failure means the victim suffers the poison's **Full Effect.** Success means the victim suffers the poison's **Partial Effect.**

Full effect

Possible full effects of a poison on a victim include:

- Death. Instant, fast, slow, etc.
- Points of damage, which may also prove fatal.
- Paralysis.
- Unconsciousness.
- Intoxication, represented by INI, DEX, REA and PER penalties.
- Docility.
- Blindness.

Partial effect

A poison's possible partial effects cover the same range as its full effects but should generally be less serious than its full effects. A poison may also have no partial effect: A successful END vs. potency task might mean the victim suffers no ill effects.

Drugs

The effects of alcohol, drugs and similar narcotic substances can be described in much the same manner as poisons with a few additional considerations.

Addictiveness

Drugs are invariably addictive. A drug will have a numerical Addictiveness rating, as well as a description of a typical dose and how frequently an addict will require such a dose.

Each time the drug is used, the character must succeed in a WIL task versus the Addictiveness rating of the drug or become dependent on it.

A character attempting to break his addiction must succeed in a WIL task versus the drug's Addictiveness each day until he succumbs and takes a dose of the drug or he has successfully performed the task for 14 days in a row to kick the drug.

Long Term Effects

A drug will have full and partial effects, just like other poisons. In addition, however, drugs will often have longer term effects which will only manifest themselves after prolonged use of the drug.

Withdrawal Effects

If a character who has become dependent on a drug stops taking it, either voluntarily to kick an addiction, or involuntarily, the character will probably suffer a range of adverse effects until he has taken another dose of the drug or the addiction is broken.

Effects on Stress (Optional)

If the optional Stress rules are in effect (q.v. Section 7, Stress), another possible effect for a drug is to reduce a character's Stress.

Diseases

As with poisons, diseases vary widely and require individual descriptions but can be described in terms of broad characteristics.

Transmission

The way in which a disease spreads. The most common methods of transmission include:

- Contact.
- Contaminated food or water.
- Airborne.
- Parasites.
- Contact with infected blood or saliva.

Virulence

A disease's virulence is a measure of a disease's infectiveness, in much the same way that Potency represents the effectiveness of a poison. Any characters that the referee decides are potential victims (E.g. A disease spread by tainted food will not spread to characters who did not eat the food) must attempt a contested RTN END task against the virulence of the disease. Failure means the victim becomes infected with the disease.

Incubation period

The amount of time before symptoms begin to manifest.

Symptoms

These are the effects the disease has on the character. Typical symptoms include sneezing, coughing, spots, sores, rashes, delirium, blindness, cramps, pains, fever, malaise or diarrhoea.

- *Example*. Paratype 926 is the classification given by the eminent virologist Dr. Bellfriar to a virus encountered on Phosforon. The virus was engineered by an unknown alien race in the vicinity of 61 Cygni with the aim of confining humanity to Earth. Dr. Bellfriar developed a cure for the virus but died before he could pass it on. Bellfriar and the entire population of Phosforon are now dead and the world is quarantined.

  Paratype 926 is far deadlier and certainly acts far more quickly than more common, natural diseases.

  Transmission Paratype 926 is an airborne virus. It attacks the nervous systems of humans who have undertaken space travel: The virus is keyed to the changes in the body's nucleic structure caused by space travel (The so-called *"Terran Ague"* or *"Six day sweat"*).

  Virulence 70%.

  Incubation period 1d6+10 minutes.

  Symptoms Paratype 926 attacks the nervous system. The victim experiences loss of memory, motor control, a rapid rise in temperature, fulminating blisters and then death within 1d10 minutes of first manifestation of symptoms.

- I don't like bugs. You can't hear them, you can't see them and you can't feel them, then suddenly you're dead.
  - *Vila, Killer.*

7 STRESS (Optional)

- **Blake**: Tell me the bad news first.

  Cally: Your headaches are from the same source as Vila's stomach cramps and Avon's back pains - over-stress.

  Blake: Rubbish, I'm all right.

  Cally: No, you're not. None of us are. We're all in an early stage of fatigue shock. Too many crises. Too many calls on our physical and mental resources. All of us are dangerously exhausted.

  • *Horizon.*

Overview

Every character has a breaking-point. Constant danger, lack of rest, personal losses, defeats, injuries and other hardships can all take their mental toll on a character. A character can only endure so much stress before he breaks.

The quote above illustrates the effects of Blake's relentless war on the Federation - the cumulative effect of the constant mental pressure is beginning to seriously impair the abilities of the *Liberator*'s crew.

Similarly, Travis' bitterness, caused by his repeated failure to kill Blake, the man who cost him his arm and eye, and the way he was abandoned by Servalan when he became a liability, took him over the edge to the extent that he was prepared to betray the entire human race to the Andromedans.

- My one regret is that they'll never know who really killed them.
  • *Travis, Star One.*

This rules section aims to recreate the feeling of mental pressure that forms an important part of ***Blake's 7***. However, as the effects are only really felt in a ongoing campaign, this entire section should be considered optional, particularly for one-off games and highly episodic campaigns.

A character's Stress level represents his state of mental health. The higher it goes, the closer the character is to mental exhaustion. If it rises too high, the character may suffer a **Mental Breakdown**.

However, even if he never suffers a mental breakdown, as Stress accumulates, a character will find his ability to function seriously impaired as mental fatigue take its toll.

Accumulating Stress

A character's Stress can increase for several reasons. They include:

- **Combat Stress.** Prolonged or frequent combat situations result in fear and fatigue.
- **Failure.** The inability to achieve a goal (E.g. failure in a mission, suffering a defeat, capture) gives rise to feelings of anger, bitterness and frustration.
- **Critical loss.** The loss of a close friend, loved one, position or anything which is similarly greatly valued can cause profound depression or grief as characters fail to cope with their loss. Stress can also occur some time after the loss (A delayed effect or "anniversary syndrome").

- **Avon**: Space fatigue?
  Cally: No symptoms of hallucination.
  Avon: Well, he's certainly not normal, not even for Blake.
  • *Voice from the Past.*

- **Betrayal.** Betrayal, real or imagined, by close and trusted friends can have very similar effects to critical losses.
- **Insufficient rest or food.** Lack of proper rest, sleep or meals for extended periods (Such as during interrogation) can be crippling to a character's morale.
- **Boredom.** Ship crews confined to their vessels too long are especially susceptible to boredom and the associated problems of daydreaming, lack of attention and frustration.

All PCs start with a Stress level of 0. Stress increases for any situation are determined by the referee. The following values are suggested:

Typical Stress increases

Situation	Stress increase
Engaged in personal combat	1d10
Was surprised	1d10
Injured: lightly wounded	1d10
Injured: seriously wounded (in addition to effects of being lightly wounded)	2d10
Injured: dying (in addition to effects of being seriously wounded)	3d10
Engaged in space combat	1d6
Failed in mission	1d10
Captured by enemy	1d10
In enemy territory (undetected), per day	1d6
In enemy territory (pursued), per day	2d6
Betrayal by trusted associate	1d10
Friend or close relative killed	2d10
Insufficient sleep, per day	1d6
Insufficient food or water, per day	1d6
Rain or extreme heat or cold, per day	1d6
Close quarters (E.g. cell, cave or very small ship), per day	1d3
Undergoing torture or interrogation	1d10

Effects of Stress

As a character's Stress accumulates, it begins to have ever more debilitating effects on his ability to function as the effects of anxiety, depression and nervous exhaustion take effect. This takes the form of penalties to any tasks attempted.

If Stress ever exceeds the character's WIL x 5, the character suffers a **Mental Breakdown.**

The effects are summarised in the Stress Effects table below.

Stress Effects

Stress level	Task penalty	Attribute penalties (STR, DEX, END, INI)
Stress equal to or less than WIL	-0%	0
Stress equal to or less than 2 x WIL	-5%	-1
Stress equal to or less than 3 x WIL	-10%	-2
Stress equal to or less than 4 x WIL	-15%	-3
Stress equal to or less than 5 x WIL	-20%	-4
Stress greater than 5 x WIL	Mental Breakdown	

Recording Stress on a Character Sheet

To briefly repeat the procedure for filling in the Stress section on a character sheet: Starting with the leftmost box in the Stress section, count off a number of empty boxes equal to the character's WIL. Shade in all remaining empty boxes to the right of this. The unshaded boxes represent the character's capacity to withstand Stress. Accumulated Stress will be marked by checking the remaining boxes.

All characters start with a Stress of zero, which means that all boxes in the Stress section of the character sheet are left unchecked.

Stress is marked on a character sheet by checking off Stress boxes starting with the leftmost box of the top row. If the Stress section of a character sheet has been marked as directed in Section 1, **Characters**, the Stress effects a player-character suffers can be found by consulting the penalty column at the end of the current row of boxes.

> • ...you don't know what he's like now. These superbrains often go pop, don't they?
> • *Vila, Orbit.*

A character who suffers a mental breakdown can record the specific condition in the space on the top row of the Stress section of the character sheet.

- ***Example.*** Returning to the example of Jerin Seldon, in Section 1, **Characters**, Jerin's WIL is 13 so, to begin with, the Stress section of his character sheet looks like this:

Stress	Normal	Penalty
		-00%/0
		-05%/-1
		-10%/-2
		-15%/-3
		-20%/-4

If, say, Jerin finds himself running from one desperate fight to another so that his Stress rises to 16, task attempts suffer a -05%/-1 penalty and the Stress section of his character sheet will now look like this

Stress	Normal	Penalty
x x x x x	x x x x x x x x	-00%/0
x x x x		-05%/-1
		-10%/-2
		-15%/-3
		-20%/-4

Recovering from Stress

> • We need rest soon.
> • *Cally, Horizon.*

Characters can lower their Stress through rest and relaxation. Characters with high EMP are able to relax more and so their Stress will decrease more quickly than for characters with lower EMP. At the end of each day, a character may attempt an EMP task to lower his Stress. Success decreases his Stress by 1d6. The difficulty of the task will vary with the character's circumstances and is given in the Stress Recovery table below. In all cases, if the character accumulates Stress for any reason, no attempt may be made to reduce Stress that day.

Stress Recovery

Situation	Difficulty
Intensive work	VDF
Light duties	DIF
Complete rest	RTN

Modifiers	
Potentially dangerous area	1 level more difficult
Removed from dangerous area	No modifier
Known safe area	1 level easier

Mental Breakdown

If a character's Stress exceeds 5 x WIL, the character suffers a **Mental Breakdown**. The specific condition the character is now suffering from will be determined by the referee and should be appropriate to the circumstances which caused the character's breakdown. The referee may also decide to take over a player-character and run him as a NPC if he feels that a player is not role-playing the effects of a breakdown properly.

Below is a list of mental problems which may be applied to a character. All effects are cumulative with any penalties due to the character's current Stress and remain in effect until the characters Stress is reduced to zero.

Paranoia

The character suffers from delusions of persecution. Even the most minor problems and setbacks may be interpreted as plots by enemies, who may include almost anyone, known enemies, strangers, even close associates. Paranoids may react violently to these imagined threats or may make elaborate plots for protection or revenge. They may also imagine voices accusing them of wicked actions or telling them to carry them out.

Game effects: REA and PER are reduced by 2 each due to hallucinations and delusions.

Schizophrenia

The character is withdrawing from the real world and finds it increasingly difficult to distinguish reality from fantasy. Schizophrenics will thus tend to act in what seems to be a very irrational and disconnected manner, with scant attention to their own real needs or those of others.

Game effects: REA and PER are reduced by 2 each due to detachment from the real world.

Battle fatigue

This condition is most likely to occur in characters who have been involved in extensive combat. The character's nerve is very likely to break. He will panic and flee or freeze up, unable to act, if he becomes involved in combat.

Game effects: If the character engages in combat, he must perform a DIF WIL task or either flee in a blind panic or be paralysed with fear. Both conditions last until the character succeeds in a DIF WIL task.

Monomania

The character becomes obsessed with a single goal, usually whatever objective the character was pursuing when the breakdown occurred. This goal will now be pursued with fanatical dedication.

Game effects: To rest or pursue any course of action which does not help the character achieve his aim requires a DIF WIL task.

Berserk

In combat, the character is likely to suddenly act in a highly aggressive and reckless manner with no regard for personal safety, only with attacking and killing the enemy. The character is particularly likely to go berserk if he is wounded in any way.

Game effects: Each phase the character engages in combat, he must perform a RTN WIL task or charge at full speed at the enemy. He may fire but not reload any weapons held until he is close enough to engage in hand-to-hand combat, when only melee weapons may be used. The WIL task is DIF if the character is hit in any way.

Amnesia

This is most likely to occur in characters who have suffered personal losses. The character suffers memory loss, which may be selective. Memory of friends, family and other acquaintances will almost certainly be lost. Languages and physical skills will probably be retained but intellectual skills will usually be lost. Old memories may be completely lost or possibly only those related to the events which caused the breakdown.

Game effects: If intellectual skills are forgotten, all of the character's REA skills are reduced to base levels.

Megalomania

The character suffers from delusions of grandeur and from over-confidence. He is convinced that no task is beyond him. He is also likely to be convinced that he is destined for great things. Megalomaniacs will tend to be very vocal at expressing their aims and supposed superiority.

Game effects: All tasks become one level more difficult because of over-confidence with the exception of Leader which is increased by 10%.

Sedatives

Substances such as alcohol or soma and adrenaline can be used to alleviate the effects of Stress. Their use can reduce a character's Stress but the character runs the risk of addiction (q.v. **Poisons** in Section 6, **Wounds and Injuries**).

- **Vila:** I could murder a relaxant. Any chance?
  Cally: It's for medicinal purposes only. You know that.
  Vila: This once?
  Cally: Well, are you dying?
  Vila: I'm thinking about it.
  - ***Hostage***.

8 PSIONICS

- May you die alone and silent.
  - *Cally, Time Squad.*

Overview

In the Federation, psionics in general and telepathy in particular, are known to exist. However, they are still regarded as mysterious in the extreme, primarily because of their rarity: The only known large group of telepaths is the Auronar although other beings have displayed psionic abilities, such as Giroc and Sinofar from ***Duel***, the alien from ***Sarcophagus*** and the Seska from ***Power***.

The following are a set of rules for handling psionics, usable at the referee's discretion. They are equally applicable to player- and non-player characters but psionic PCs may only be generated with the referee's approval. If psionic PCs are to be allowed, it is strongly recommended that the **Stress** rules (q.v. Section 7, **Stress**) be used in conjunction with the **Loneliness** rules.

Psionic abilities are treated in the same way as other, more mundane skills. They are rated from 0%-100% and have associated attributes. Attempts to use psionic abilities are handled like any other task. However, there are additional modifiers for range.

In addition, unlike normal skills, use of psionic abilities is limited by a character's **PSI points**. Each time a psionic ability is exercised, PSI points are expended. These regenerate with rest.

Range

All psionic tasks are modified for range using the Psionic Range table below.

Psionic Range Table

Range Band		Task modifier
Close	Up to 500m	0
Near	Up to 5km	-5%
Distant	Up to 50km	-10%
Regional	Up to 500km	-15%
Continental	Up to 5000km	-20%
Planetary	Up to 50000km	-25%
Orbital	Up to 1500 Spacials	-30%
Interstellar	Greater than 1500 Spacials	Special

Interstellar ranges: No PC may attempt to use psionic abilities over interstellar ranges. Any NPC or equipment which is capable of doing so will be sufficiently important and require enough special handling that the range table will be largely irrelevant anyway.

PSI Points

Each attempt to use a psionic ability requires the expenditure of PSI points. The number of points required is provided in the skill description.

PSI points expended for the use of a psionic ability are always lost, regardless of whether or not the attempt was successful.

An outstanding success halves the actual number of PSI points expended (Round the number of points expended up to the nearest whole number).

A catastrophic failure doubles the actual number of PSI points expended or expends all remaining PSI points, whichever is LESS.

PSI points are completely regenerated back to full levels by eight hours of sleep. A kind referee may permit regeneration of lesser numbers of PSI points for shorter or interrupted periods of sleep.

In addition to the number required for an attempted use, further PSI points may be expended to improve a character's chances of success, particularly over long ranges. Each additional PSI point will provide a +2% task modifier. All PSI points to be expended in this way must be declared before rolling the dice to determine the success of the task. All declared points are expended, regardless of the actual dice roll. Outstanding success or catastrophic failure has no effect on the number of additional PSI points expended in this way.

Psionic Player-Characters (Optional)

> • I'd forgotten how useful telepathy is.
> • *Blake, Bounty.*

A player may only create a psionic character with the referee's permission. It is recommended that most psionic PCs be telepathic Auronar characters as they form the largest known group of psionics in known space.

Another recommended psionic PC type are artificial telekinetics (qv Telekinesis).

Skills and PSI points

The specific psionic skills a player wishes to select for his character are subject to the referee's approval. The referee is also free to set maximum initial psionic skill levels. A list of psionic skills is provided at the end of this section. Otherwise, psionic skills are selected in the same way as normal skills (q.v. **Selecting skills** in Section 1, **Characters**).

A PC's PSI points are equal to the sum of his EMP and WIL attributes.

Auronar PCs

Auronar PCs should, in general, be limited in available psionic skills to Telepathy and possibly Telekinesis and Precognition.

Recent generations of Auronar (Young adults and children) are born in a bio-replication plant, a synthesised placenta unit, developed by Clinician Franton, each capable of gestating a batch of up to eight identical siblings. This method of reproduction using group cloning has resulted in highly developed psychic abilities. Persons from the same sibling group have identical brain scans and, thus, optimum telepathic affinity.

All telepathic communications between characters from the same sibling group are treated as being one range band less (E.g. Communication at Orbital range uses the modifiers for Planetary range, rather than Orbital). Auronar PCs from the same sibling group are thus an exception to the previous rules concerning the use of psionic abilities over interstellar ranges.

Loneliness (Optional)

> • *Alone...*
> • *Cally, Mission to Destiny.*

Loneliness is one of the hazards of having a psionic ability which primarily affects telepaths.

Loneliness affects psionic characters whenever they find themselves in total isolation. The main effect will be that they lose their "will" to live. Each month a RTN WIL task is required for them not to just will themselves to die. Once contact is made with others, they will then begin to regain the will to live.

The time taken to shake off the effects of loneliness, so that the WIL task is no longer required, is dependent on how long they were totally alone for and on who found them. An enemy may not bring any comfort to a telepath that has been alone for too long. During the recovery period, the monthly RTN WIL task will still have to be attempted.

Loneliness Recovery Table

Time Alone	Found by		
	Friendly telepaths	Friends	Enemies
1-10 days	½ hour	1d6 hours	1d10 hours
10-30 days	1 hour	1d10 hours	1 day
1-2 months	1d6 hours	1d6 days	1d10 days
3-5 months	1d10 hours	1d10 days	1d20 days
5-12 months	1d6 days	1d6 weeks	1d20 weeks
1-2 years	1d6 weeks	1d20 weeks	No effect

After two years of isolation, any telepath will be beyond help. The monthly RTN WIL task will always be required from this point onwards.

Telepaths suffering from the effects of loneliness also have their psionic skill levels reduced by half for each month they are alone.

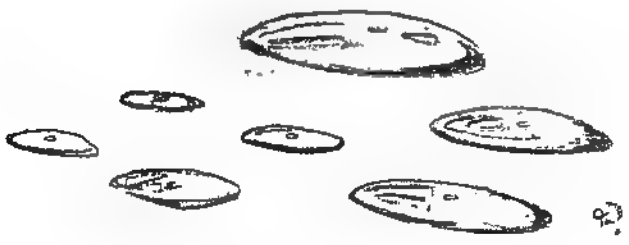
Telepaths require another telepath for them to feel that they are not totally alone. As a result, telepaths will spend time looking for such a person or creature (The legendary partial telepathy of the moon disks which could provide comfort to a telepath made them particularly prized as a result).

Stress Effects (Optional)

- **Prerequisite: Stress**

Loneliness has an effect on Stress levels. If the optional Stress rules are in use, a telepath suffering from loneliness accumulates 1D10 Stress per month of total isolation (q.v. Section 7, Stress). However, many psionic characters have high WIL attributes which will help them cope.

Having non-telepaths around partially alleviates the effects of loneliness. In these circumstances, telepaths will not lose their will to live but they will still feel depressed. Thus, any Stress increases are doubled for telepaths.



- The species is alpha seven oblique five. Known as the moon disc, it was greatly prized for its partial telepathy and its ability to move short distances to avoid direct sunlight.
  - *Zen, Shadow.*

Psionic Skills

ESP, 00%, PER.

Short for Extra-Sensory Perception. ESP can be used in two main ways:

Clairvoyance is the ability to see sights at a distance and through obstacles.

Clairaudience works similarly but allows the character to hear, rather than see.

Clairvoyance and clairaudience can also be combined.

PSI expenditure: 5 points for either clairvoyance or clairaudience. 7 points to use both in combination.

Healing, 00%, EMP.

The ability to psychically heal wounds, either your own or someone else's.

Each successful attempt heals 1d6 hit points of damage.

PSI expenditure: 1 point per hit point healed or 1d6 points per unsuccessful attempt.

Precognition, 00%, PER.

The ability to foretell the future. The character's prediction can come in many forms: A vision, a flash of inspiration, a certain piece of information or even just a suspicion or sense of foreboding.

- **Blake:** If we knew the future in detail, we could change it and so it wouldn't be the future.
  Orac: Correct. That is the paradox of prediction.
  - *Redemption.*

In general, Precognition is the least controllable psionic skill. Usually, the referee will make secret task rolls to determine if a character is able to predict an event. Conscious attempts by the character to make predictions will be Uncertain tasks. Failure can result in the character receiving no information or even false predictions. Task difficulty will depend on how far into the future the event is and how detailed a prediction is sought.

In any case, the future, even as predicted by a successful precognition attempt, is not immutable. In fact, the more detailed the prediction, the less certain it is.

PSI expenditure: 5 points for an unconscious prediction, 10 points for a conscious one. The referee may increase the PSI point cost for an attempt to make a particularly detailed conscious prediction.

Probe, 00%, WIL, EMP.

A form of telepathy which allows the character to read the mind of another, whether telepathic or not. Performing a Probe requires a successful RTN Probe task versus the subject's WIL. A Probe attempt will normally be noticed by the subject. Making a secret probe is a DIF task. Increase all task difficulties by one level for Probes against a telepathic character.

PSI expenditure: 4 points per Probe attempt.

Psychometry, 00%, PER, EMP.

The ability to learn about an object from its psychic impressions. The character can usually learn something of its history and get impressions of its previous owners. The longer the person owned it, the stronger and more detailed the impressions. Generally, the object must be touched and a conscious attempt made to use Psychometry but objects with particularly strong impressions (**E.g.** extremely old objects) may project impressions which can be detected passively at a distance.

PSI expenditure: 5 points per conscious attempted use.

Telecontrol, 00%, WIL, EMP.

The ability to take over control of a victim's mind and body. A successful Telecontrol task versus the victim's WIL is required each phase if the victim's body is being used in combat or similarly stressful situations, or each minute otherwise. Once a victim regains control, either because the controller has relinquished control or the victim won the Telecontrol versus WIL task, he remembers nothing of the period spent under Telecontrol.

PSI expenditure: 10 points each time the task is attempted.

Telekinesis, 00%, WIL.

The ability to move objects by thought alone.

Simply lifting an object is an ESY task. Moving it in a straight line is a RTN task. Complex or high speed movement (**E.g.** using an object as a weapon) is a DIF task. Tasks are one level more difficult for objects already moving.

Telekinesis can also be used to attack an enemy directly. Making a telekinetic attack is a RTN Telekinesis task. In addition to the basic PSI point cost, the attacker may expend extra PSI points to boost the attack. Any extra points expended must be announced in advance. The target must be visible to the attacker. Success inflicts 1d6 + (the number of extra PSI points expended).

In addition to natural psionic ability, an artificial form of telekinesis is possible where the body's energy is focused and directed by a surgically ingrafted co-radiating crystal. This technique was used extensively by the Seska on Xenon (**qv** ***Power***). For PCs with artificial telekinesis, PSI points are calculated using STR+END, instead of EMP+WIL.

PSI expenditure: 2 points to move a 1kg object 1 metre. Moving an object fast enough to use it as a thrown weapon costs 10 points to throw a 1kg object. Close range is equal to twice the character's WIL. 4 points to make a telekinetic attack, plus any amount of extra PSI points, which must be stated in advance.

Telepathy, 00%, WIL, EMP.

The ability to send thoughts to another being. Transmitting to another telepath is automatic, transmitting to a non-telepath is a RTN task. A telepath may receive thoughts from another telepath but not a non-telepath. However, a telepath can sense thoughts and thus detect the presence of intelligent life as an Uncertain DIF task. A telepath can also detect strong emotional states on an Uncertain DIF task.

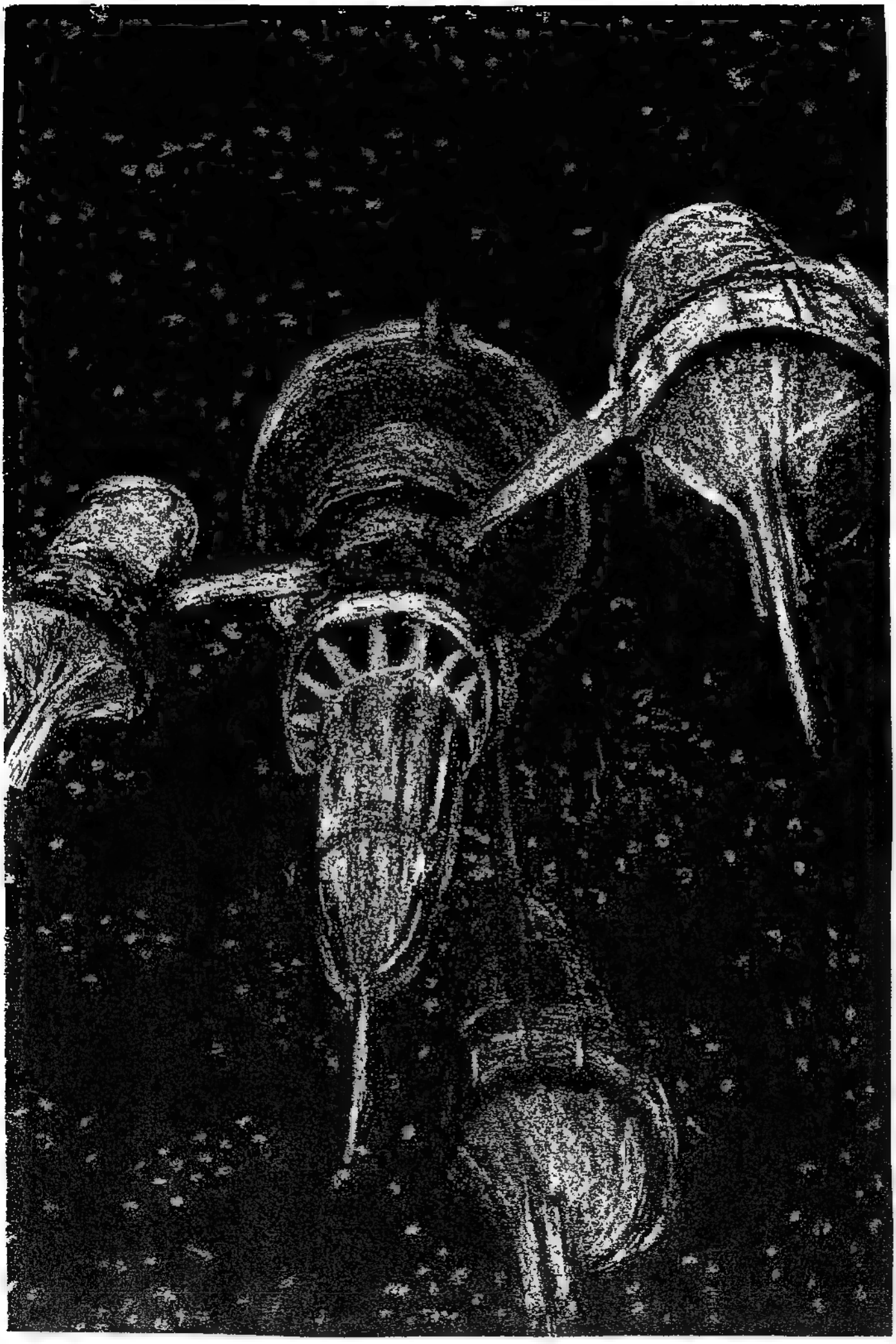
PSI expenditure: 4 points per non-automatic use.

Teleportation, 00%, WIL.

The ability to move yourself or another object from one point to another without regard for intervening obstacles. While conventional wisdom (Specifically, Orac) maintains that it is impossible for a person to teleport himself, Giroc and Sinofar in ***Duel*** did exactly that several times. It is up to the referee to decide if this is indeed possible for a particular character.

If the character is teleporting himself, the attempt is a RTN Teleportation task, modified for range. Teleporting another person or object is a RTN Teleportation task modified once for range to the object's starting location and again for range to its destination.

PSI expenditure: 5 points per range band (**E.g.** Teleporting somewhere in Close range costs 5 points while teleporting somewhere within regional range costs 20 points). Teleporting another object or person costs points for range from the teleporter to the object's start location and range from the teleporter to the object's destination.



9 SPACE COMBAT

- Pursuit ships on forward detectors now number twenty.
  - *Zen, Hostage.*

Overview

The following are a set of rules for handling space combat. They focus exclusively on combat. Matters like long distance travel between star systems are handled in Section 10, **Worlds**. The rules emphasise certain points in order to recreate space warfare as portrayed in ***Blake's 7*** as closely as possible. These are:

Point of View

A deliberate decision has been made to avoid representing space combat using a conventional board game format, with counters representing the combatants manoeuvred about a map. Instead, these rules attempt to portray combat from the character's point of view and to make the characters involved important factors in determining the outcome of a battle.

- I understand that this ship is the most powerful in the galaxy and you are the most astute space warfare commander... or so you tell us often enough.
  - *Avon, The Harvest of Kairos.*

For instance, the skill of the character operating a ship's detectors is at least as important as the specifications of the equipment being used: Highly advanced or powerful ships are certainly useful but skilled crews are required to use them to their best advantage.

Scale

The rules are aimed at representing small engagements between a handful of small ships on either side, particularly pursuit and evasion situations, as these are the most common types of battle shown in ***Blake's 7***. The rules are certainly not intended, or suitable, for large fleet engagements between capital ships (Such as the battle between the Federation and Andromedan fleets which took place between the episodes ***Star One*** and ***Aftermath***).

Units

Units used are fairly abstract, with ranges measured in spacials, time in phases and speed in **Time Distort** (TD) units. Speed on the Liberator was measured in terms of **Standard** units (*"Speed standard by six"*). A standard unit is assumed to be equivalent to two TD units. A ship travelling at Time Distort 1 is defined to be travelling 1000 spacials in a phase.

Energy Points

A system of **Energy Points** (EPs) are used to regulate a ship's actions and to measure damage inflicted in combat.

A ship's energy reserves are measured in terms of EPs and are stored in one or more energy banks. Almost any use of a ship's systems will require that EPs be expended. The EPs required to carry out any action are listed on a ship's **Status Sheet**. A ship must have at least the listed number of EPs to use a particular system. In addition, damage absorbed by a ship's forcewall will also place a further drain on a ship's energy reserves.

Careful management of a ship's energy reserves is vital. All of a ship's systems require power to function. Without it, a ship is unable to defend itself or even flee. It can only shut down until it is refuelled or, if it is sufficiently advanced, regenerates sufficient energy reserves.

- **Blake:** Avon, what's our power reserve?
  Avon: Banks five, six and seven full charge, zero on the rest.
  - *Duel.*

Ship Status Sheet

The **Ship Status Sheet** is a form on which a ship's details can be conveniently recorded. The sheet is organized from top to bottom as follows:

Illustration Section

At the top of the sheet is a space for an illustration of the ship, if required.

Name Section

The entries in this section are:

- **Name.** The name of the ship.
- **Class.** The name of the class the ship belongs to, if any.

Attributes Section

The next section is for recording the ship's attributes. They are:

- **Control.** The responsiveness and manoeuvrability of a ship. This is rated in the range 1-20. Control is used to determine the order of actions in space combat.
- **Signature.** A measure of how easy to detect a ship is. Generally, the larger a ship is, the higher its signature but a ship can be designed to minimise its Signature. Signature is used to modify task attempts to detect it (q.v. **Detection**).

> • **Avon:** Slave, take over the flight controls.
> **Slave:** I am most humbly sorry, Master, but I can find no flight controls.
> • *Blake.*

- **Acceleration.** A ship's ability to increase speed. It may increase its speed by this number of TD units each phase, up to its maximum emergency speed.
- **Deceleration.** A ship's ability to decrease speed. It may decrease its speed by this number of TD units each phase.
- **Safe Cruise Speed.** The highest safe speed attainable by a ship, measured in either TD or standard units.
- **Emergency Speed.** The very highest speed attainable by a ship. Sustained travel at maximum emergency speed may result in damage to the ship so it is generally used only in very serious situations, such as combat. Emergency speed is measured in either TD or standard units.

> • They're traveling at almost Standard by Twelve.
> • *Vila, Redemption.*

Travel Table

This table lists the EP costs for movement at various speeds. The entries in the table are as follows:

- **Speed.** The speed of the ship, measured in TD or standard units.
- **EP.** The EP cost, per hour, for long distance travel and for turns and other manoeuvres at the listed speed.

Systems Table

This table lists and describes the most important component systems of the ship. The entries in the table are as follows:

- **Hit.** The probability of the system being hit when the ship sustains damage in combat. Generally, the system hit is determined by a 1d100 roll.
- **System.** The name of the system.
- **EP.** The EP cost of using the system.
- **Damage.** The left-hand box is the system's **Maximum Damage Capacity** which is a measure of how much damage it can sustain. The right-hand box is for recording how much damage it has already sustained.
- **Notes.** Most systems will have additional information about how they work. This information will be listed here.

The systems themselves are described below.

Systems

A ship is a highly complex structure made up of several systems which enable it to carry out its functions. It is not possible to list every single significant piece of equipment or system that a ship might possess. However, some of the most common which are likely to have a direct effect on combat are described below:

> • All systems are functioning normally.
> • *Zen, The Harvest of Kairos.*

- **Hull.** This is really a measure of the structural strength of the ship. The hull is usually the most likely system to be damaged when a ship is hit.

  Each phase a ship with a heavily damaged hull (qv **Effects of Damage**) moves faster than the safe cruise speed, the hull suffers a further point of damage. Once the hull is destroyed, the ship breaks up and is also destroyed.

- **Energy Banks.** A ship's energy reserves are stored in one or more energy banks. Each energy bank has a maximum EP capacity (**E.g.** The *Liberator* has 7 energy banks of 100 EPs each).

  A slightly damaged energy bank immediately loses half its remaining EPs when hit. A heavily damaged energy bank loses all its remaining EPs.

- **Forcewall.** Forcewalls use the ship's energy reserves to absorb and shield the ship from damage. The forcewall's ability to absorb damage is rated in terms of dice of damage absorbed (**E.g.** The *Liberator*'s forcewall is rated as 3d10 so each time the ship is hit when the forcewall is raised, it absorbs up to 3d10 EPs of damage from the hit).

  A ship may have more than one forcewall, each of which protects only certain sections of the ship (Usually fore or aft) so that selected forcewalls can be lowered to conserve energy.

- **Detectors.** A ship generally has three sets of detectors: the **short, intermediate** and **long** range detectors.

  The maximum range of each set of detectors in spacials is listed separately. Some ships may lack one or more sets of detectors. A few ships may have **extra range** detectors with even longer ranges.

  The ability of a ship's detector systems to pick out and track a target, its **Effectiveness**, is rated in the range 0-100 and, generally, separate values are given for each set of detectors a ship possesses. This rating is a measure of the system's maximum potential. Obtaining the optimum performance from the detector systems still requires a skilled operator (q.v. **Detection**).

  As with forcewalls, a ship may have several sets of detectors, each of which cover only certain sectors of the ship so that energy can be conserved by scanning only in selected directions (Again, usually fore and aft).

- **Hull Sensors.** A set of passive sensors mounted on the surface of a ship whose purpose is to register detector beams and so alert the ship that a potential enemy is attempting to detect it.

  Hull sensors have no range but do have an **Effectiveness** rating which measures its sensitivity to detector beams.

- **Weapons.** A ship's status sheet will have entries for the ship's weapons systems. Each entry will give the weapon's close range, rate of fire per phase, amount of damage inflicted by a successful hit and what direction the weapon is facing (Forward, rear, etc.). Medium range is twice close range and long range is three times close range.

> • **Blake:** It's time to use the neutron blasters.
> **Vila:** At last. I've been looking forward to this.
> • *The Web.*

- **Drive.** The ship's main space drive.
- **Control.** The ship's piloting control systems.

  Each point of damage to control reduces the control attribute of the ship by 1. The ship's controls do not cease functioning when it has sustained heavy damage.

- **Communicators.** The range and EP cost listed for the ship's communicator system only apply to transmissions from the ship. Incoming communications can be received and costs no EPs as long as the ship is within the range of the transmitter.

- **Life Support.** While life support does not require expenditure of EPs to use, it does require that the ship has at least 1 EP in its energy banks. If it does not, life support is no longer functioning.

If life support is no longer functioning, either because of lack of energy or damage, the crew have 1d10 minutes to evacuate the ship or don spacesuits. After this time, PC crew members begin to suffer the effects of **Suffocation** (q.v. **PC Crew Injuries** and Section 6, **Wounds and Injuries**).

- **Computer.** Ships are sufficiently complex that they will all require computers of some sort to control them. These computers are treated as part of the systems they control. For the purposes of a ship's systems, the only computers treated as separate systems are the highly advanced, intelligent computers like Zen or Slave: Computers capable of independent action with, effectively, a personality and skills (Primarily related to running the ship) of their own.
- **Detector Shield.** A device which protects a ship from being detected (qv **Detection**). These devices are highly experimental and are just beginning to be seen in Federation service.
- **Self-Repair Systems.** Sufficiently advanced ships like the *Liberator* are largely self-regenerating and capable of repairing even heavy damage automatically, without crew intervention. Self-repair systems will have a general skill level which is used in repair tasks.
- **Teleport.** A device which reduces matter to energy, transmits it and restores it to matter at the destination. Teleport systems have a maximum range.

In addition, ships may have additional, special items of equipment. These will be described separately on the ship's status sheet.

Turn Structure

Turn structure for space combat is basically similar to that for personal combat (q.v. Section 5, **Personal Combat**) with the following exceptions described below. Time is divided into **phases** which represent approximately 1 to 3 seconds of time. A character may perform one action in a phase unless the character is surprised (q.v. **Effects of Surprise** in Section 5). Actions may not be saved from one phase to another.

Either the basic or advanced order of actions may be used. The latter may also be used in conjunction with Reactions, if desired. Basically, a ship may use its systems when the character controlling a particular system may act. For example:

- Ships manoeuvre in order of their pilots' INI, modified by the ships' Control (q.v. **Movement**).
- A ship may use its detectors to attempt to detect enemy ships when the character manning the detectors is able to perform an action.
- A ship may fire a weapon when the gunner controlling the weapon is able to perform an action.
- A character may only use one system per round.
- A system may be used by only one character per round.

Movement

To determine the order in which ships manoeuvre, use the pilot's INI or his ship's Control, whichever is less, rather than just the character's INI, as is the case with personal combat.

The EP costs listed in the Travel Table are for an hour of travel. The EP costs per phase are therefore negligible. Instead of attempting to calculate the EP costs for a phase, at the end of the hour, drain the energy banks by the cost for the highest speed reached during that hour. However, turns and similar manoeuvres may also cost EPs.

Emergency speed

Safe cruise speed is the highest sustainable speed a ship may travel at. In an emergency, it is possible to exceed this limit. However, this puts a lot of stress on the ship and can result in damage to it.

In combat, each phase a ship exceeds safe cruise speed, there is a 5% chance of 1 point of damage to the hull.

In combat, each phase a ship travels at maximum emergency speed, there is a 10% chance of 1 point of damage to the hull.

As long as safe cruise speed is not exceeded, there is no danger of accidental damage to the ship.

Exception: If the hull is heavily damaged, each phase the ship exceeds safe cruise speed, the hull automatically takes a further point of damage.

Note that exceeding safe cruise speed during combat is much more likely to cause damage to the ship than doing so in long distance travel (qv Section 10, **Worlds**). This is because maneouvres in combat will be much more violent and abrupt than in long distance travel, thus placing much more stress on the ship's hull.

Turning

Each phase, a pilot may turn his ship (Change its facing) through 45 degrees. A pilot may turn his ship by any amount desired if he succeeds in a RTN task using either his Pilot skill or (the ship's Control x 5), whichever is less. A ship's facing is of particular importance when firing its weapons. In this way, a ship with a very high Control rating may be potentially able to outmanoeuvre its opponents but doing so will still require a skilled pilot.

Each attempted turn immediately expends the EPs listed for the ship's current speed.

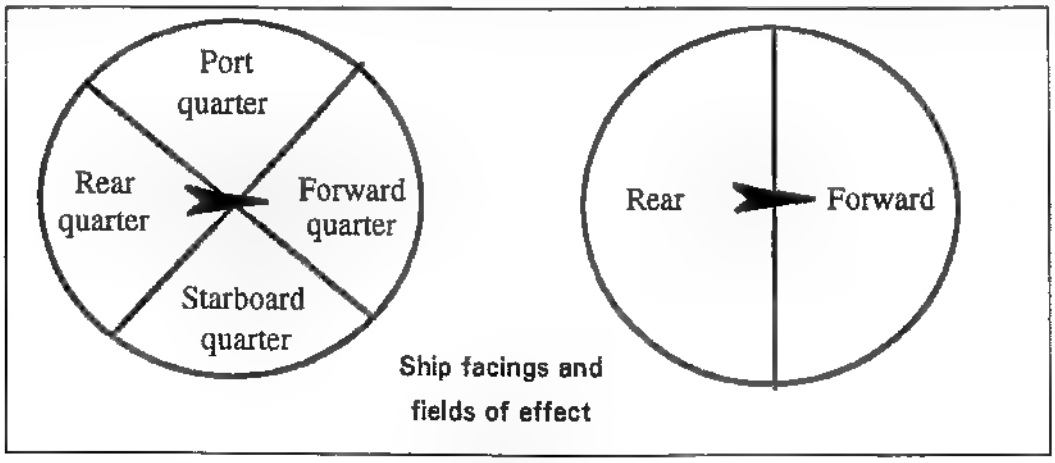
Weapons are sometimes mounted so that they can only fire in certain directions. Similarly, forcewalls and detectors may also be mounted so that they are only effective in certain directions.

A system's description may state its field of effect as **forward, rear, forward quarter, rear quarter, starboard quarter** or **port quarter**. These areas of effect are illustrated in the diagram below.

If no field of effect is given or is described as **all aspects**, the system functions equally well in all directions.

All fields of effect are relative to the direction the ship is facing.

The effects of ship facings and system fields of effect are fairly obvious: weapons may only be fired at targets within the weapon's field of effect. Similarly, forcewalls will only protect against attacks made from within its field of effect.



Ship facings and fields of effect

Detection

- **Blake**: Zen, nearest pursuit ship?
  Zen: Nine hundred spacials. *Liberator* is now out of detector range.
- *Hostage.*

Before it can be attacked, an enemy ship must be detected.

Detecting a ship is a RTN task using the Detector Operations skill of the character operating the detectors or the Effectiveness of his detectors, whichever is less. The task has a difficulty modifier equal to the enemy ship's Signature.

Once an enemy ship has been detected, it remains detected until it is no longer in range of the detectors or it somehow breaks detector lock, usually by carrying out a **Fast Orbit** (q.v. **Manoeuvres and Tactics**).

The enemy ship must be within range of the detectors being used or it cannot be detected.

An enemy ship which is completely shielded by a planet or similarly massive body cannot be detected.

Hull Sensors

Since detectors work by emitting energy, use of the detectors may alert the target ship that it has been detected.

If a ship with hull sensors is within range of detectors in use by another ship, on a DIF task using the Detector Operations skill of the character operating the hull sensors or the Effectiveness of his hull sensors, whichever is less, the hull sensors have registered the detector beam and the ship is thus alerted to the presence of the other ship.

Pursuit

Pursuit and evasion situations are likely to be the most common sort of battle to occur during the course of a game. Pursuit situations are easily handled as long as a few considerations are borne in mind:

A pursued ship has evaded pursuit if it can no longer be tracked by its pursuers' detectors. This can be done by moving the ship beyond the range of the pursuers' detectors. Obviously, high speeds are important for this but the key is actually sustainable speed: It is not enough to be able to achieve a high speed, the ship must be able to sustain

it long enough to outrange its pursuers' detectors. Once again, the ship's energy reserves are all-important as that determines what its highest sustainable speed is.

Detector Shields

The detector shield is a device first developed by Avon and, later, the Federation, which prevents a ship from being picked up by detectors. Their primary drawback is that they are very fragile and complex, making them hard to build and repair.

While a detector shield is activated, a ship can only be detected once it enters visual range. Visual range is 500 spacials or less.

Attacks

In general, a ship's weapons may be fired when the character operating the weapon is capable of performing an action. Hitting an enemy ship is a Gunnery task. The task is RTN at close range, DIF at medium range and VDF at long range. Modifier: -2 x (Speed of target ship, in TD units).

Weapons usually face in a particular direction and may only fire at targets in that direction.

The most common weapon types and considerations specific to them are described below:

Neutron Blasters

Neutron blasters are beam weapons which project a stream of neutrons at a target. They are extremely powerful weapons but are very demanding on a ship's energy reserves. They also require shielding (Neutron flare shields) to protect the crew from the radiation produced when neutron blasters are fired. Neutron blasters are also reduced in effectiveness in planetary atmospheres.

> • Vila, clear the neutron blasters for firing. Zen, put up the radiation flare shields.
> • *Jenna, **Bounty**.*

In a planetary atmosphere, a neutron blaster's range is halved, as is any damage inflicted. Energy consumption remains unchanged.

Plasma Bolts

Plasma bolts are projectiles of extremely high temperature gas. They are the most common weapon mounted on Federation ships. Plasma bolts are not as effective as neutron blasters but are less demanding on energy and less complex to build and maintain.

> • Sensors report plasma bolt launch. Bearing on *Liberator* directly.
> • *Zen, **Duel**.*

Plasma bolts are relatively slow by comparison with neutron blasters and take a perceptible amount of time to hit a target, particularly at longer ranges.

All attacks at close range are resolved the same phase the bolts are launched.

An attack at medium range by a plasma bolt is resolved 1 phase after it is fired (ie the task roll is made 1 phase after the bolt was launched).

At long range, the delay in resolving the attack is 1d3 phases.

Seekers

Seekers are light, homing missiles. They are not very powerful but are useful for harassing an enemy. Seekers have a limited amount of power for manoeuvring: Their endurance is usually measured in phases. If they have not hit within this time, they run out of power and are no longer a threat. Seekers have a Gunnery skill rating of their own which represents the sophistication of the programming which controls it. Attacks by a seeker are resolved using its skill level, rather than that of the character who fired it.

Seekers are even slower than plasma bolts and the first attack by a seeker can be subject to considerable delay:

All attacks at close range are resolved 1 phase after the seeker is launched.

An attack at medium range is resolved 1d3 phases after the seeker is fired (ie the task roll is made 1d3 phases after the seeker was launched).

At long range, the delay is 1d6 phases.

However, if the first attack fails or is evaded, a seeker can attack again 1d3 phases later, and continue doing so once every 1d3 phases until it does hit or its power runs out.

- **Avon:** Powerdive the atmosphere. Fake it. Make it look as though we're out of control.
  Tarrant: I may not have to fake that.
  Blake.

Interceptor Rockets

Interceptor rockets are similar in concept to seekers but are very much larger, comparable in size to small ships. Consequently, they have much larger warheads and higher endurances but tend to be slower. Because of their size, interceptor rockets tend to be carried only by bases or very large ships.

An interceptor rocket must pursue its target like any other ship. It must close to zero range before detonating. Like seekers, interceptor rockets have a Gunnery skill rating of their own which represents the sophistication of the programming which controls it. Attacks by an interceptor rocket are resolved using its skill level.

Interceptor rockets are usually programmed to self-destruct if they lose their target.

Ionic Beams

Ionic beams are often fitted on Federation cruisers. They are used to disable, rather than destroy enemy ships and work by disrupting their electronic systems.

Any hit by an ionic beam on a ship's hull has no effect. Hits on any other system have normal effect.

Evasion

Slow weapons like plasma bolts, seekers and interceptor rockets can sometimes be evaded because of the length of time between firing and actually hitting the target. Neutron blasters cannot be evaded.

To evade a plasma bolt, seeker or interceptor rocket, the pilot of the target ship must attempt a task using the pilot's Pilot skill or (the ship's Control x 5), whichever is less. The task is RTN if the attack was made at long range, DIF if it was made at medium range and VDF if it was made at close range.

Any number of attacks may be evaded in a phase but the task becomes one level more difficult for each subsequent evasion attempt in the phase.

An evaded attack misses and inflicts no damage.

Each evasion attempt expends the EPs listed for the ship's current speed.

Damage

Taking Damage

A hit on a ship inflicts a number of EPs of damage. The exact amount of damage depends on the weapon used. If the forcewall is raised, roll for the number of EPs of damage absorbed. All damage absorbed is drained from the hit ship's energy banks. However, the forcewall may not absorb more EPs of damage than there are EPs in the ship's energy banks.

If the damage inflicted by a hit is greater than zero, after any reductions for damage absorbed by forcewalls, roll on the hit ship's system table to determine where the ship has been hit.

Effects of Damage

A system which has taken less than half its maximum damage capacity is only **slightly damaged** and can continue to function normally but should be repaired at some point.

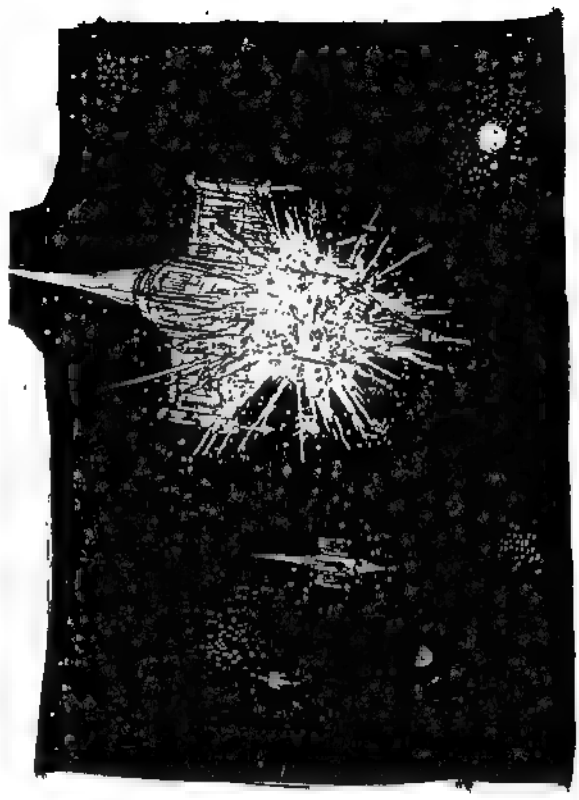
A system which has taken half or more of its maximum damage capacity is **heavily damaged**, can no longer function and will require repairs before it can function again.

A system which has taken more than its maximum damage capacity is **destroyed**, can no longer function and will need to be completely replaced.

Some systems require further explanation of damage results. These are described in the **Systems** section.

If a system takes enough damage from a hit to destroy it, any excess damage is inflicted on the hull. If a destroyed system is hit, the damage from the hit is inflicted on the hull instead.

Exception: Control. **qv Systems.**



PC Crew Injuries

When a ship suffers damage, the crew may suffer casualties. The following rule applies only to PCs.

Each time a system is hit and is slightly damaged, a PC operating that system has a 10% chance of suffering a 1d10 point injury.

Each time a system is hit and is heavily damaged, a PC operating that system has a 20% chance of suffering a 1d10 point injury.

Exception: Each time the hull is hit and is slightly damaged, all PCs have a 5% chance of suffering a 1d6 point injury. Each time the hull is hit and is heavily damaged, all PCs have a 10% chance of suffering a 1d6 point injury.

If life support is no longer functioning, either because of lack of energy or damage, the crew have 1d10 minutes to evacuate the ship or don spacesuits. After this time, the crew begin to suffer the effects of **Suffocation (q.v. Section 6, Wounds and Injuries).**

Repairs

Systems which are damaged but not destroyed, can be repaired. The precise skill required in each case has to be determined by the referee but the most commonly applicable skills are Electronics, Mechanical or Computer Science in general, and Detector Operations, Forcewall Systems, Gunnery, Space Drive Operations or Teleport Systems for the appropriate systems.

Repairing a slightly damaged system is a RTN (1 minute) task. Success repairs 1 point of damage to the system.

Repairing a heavily damaged system is a DIF (5 minutes) task. Success repairs 1 point of damage to the system.

Self-Repair Systems

Self-repair systems can automatically handle the repair of damaged systems, allowing the crew to deal with other matters. The primary drawback with self-repair systems is that they are generally slower than human crewmen.

A self-repair system has a general skill level which is used in all repair task attempts. Repair tasks are as described above but all times are doubled. Generally, a ship's self-repair systems will start by repairing systems which are considered the most vital to the ship's survival. These may not be the systems the crew want repaired most urgently, however.

Maintenance (Optional)

Ships are highly complex and require regular care and maintenance to keep them functioning properly. Otherwise, vital systems may fail in a crisis. Even with rigorous maintenance, systems can still fail, despite everyone's best efforts. This optional rule can be used to reflect this.

If the referee considers that a ship's crew has not been carrying out sufficient maintenance work on their ship, on entering combat, he may impose a 10% chance of 1d3 malfunctions.

If the referee considers that a ship's crew has been carrying out sufficient maintenance work on their ship, on entering combat, he may impose a 1% chance of a malfunction.

For each malfunction, roll once on the ship's System Table and inflict 3d6 EPs of damage on it. However, no system may be destroyed as a result of a malfunction. Instead, the system takes (Maximum damage capacity - 1) EPs of damage.

Manoeuvres and Tactics

The following are a selection of the most commonly used manoeuvres and tactics used in space combat. As well as being tactics PCs might use, they provide a guide to how a referee might try to resolve any new tactics PCs may attempt.

Fast Orbit

A ship which has been detected and is attempting to flee from pursuers can attempt to break detector lock by its pursuers by performing a fast orbit around a planet. If the orbit is performed at sufficiently high speed and low altitudes, the fleeing ship can place the planet between it and its pursuers, thus breaking the detector lock its pursuers have on it. The ship may be picked up by its pursuers' detectors again but it will have gained some time in which to open up some distance from its pursuers.

All pilots attempting the fast orbit must attempt a contested Pilot task. If the pilot of the pursued ship wins, detector lock has been broken and range to the pursuing ships is increased by 3d6 x 1000 spacials. The pursuing ships may not attempt to detect the pursued ship for 1d10 phases because of the planet being orbited. If the pilot of a pursuing ship wins, detector lock is maintained and range to the pursued ship has been reduced by 3d6 x 1000 spacials. If a pilot fails the Pilot task, his ship suffers a 2d10 EP hit due to gravitational stress and atmospheric friction.

Asteroid Shadowing

This is a tactic used to infiltrate a star system by manoeuvring a ship very close to an asteroid much larger than the ship and following it into the inner system. If it is close enough, the ship's signature will be swamped by the asteroid's, allowing it to enter the system undetected. Asteroid shadowing is, however, a difficult and risky manoeuvre.

First of all, an asteroid of a suitable size, with a suitable course, must be located in the outer areas of the star system. The chances of doing so and the length of time it takes to locate one have to be determined by the referee and will depend on how common asteroid fields are in the star system.

To safely manoeuvre close to the asteroid is a DIF Pilot task. Failure results in the ship suffering a 5d10 EP hit. Getting close enough to the asteroid so that the ship is masked by it is a secret RTN Pilot task. Success means that the ship cannot be detected until it separates from the asteroid. Failure means the ship may be detected normally.

Eclipse Formation

A common Federation tactic, the eclipse formation is used by formations of three ships. By constantly maneouvering, two of the ships mask the third, thus masking the formation's true strength.

To employ the eclipse formation, the formation must already have a detector lock on the ship it wishes to deceive. Each time an attempt is made to detect the formation, its commander must perform a RTN Ships' Tactics task and each pilot a RTN Pilot task. Success means that only two ships can be detected.

Emergency Forcewall Raising

Raising and maintaining a forcewall places a heavy drain on a ship's energy banks. Maintaining the forcewall may be a luxury a ship which is low on energy cannot afford. By raising the forcewall just before a ship is hit and lowering immediately afterwards, the energy expended in using the forcewall can be minimised. Alternatively, the forcewall may have to be raised rapidly because it has been left down and the ship is then attacked unexpectedly.

If a ship's crew choose to adopt this tactic, just before resolving if the ship has been hit, the character operating the forcewall must succeed in a RTN Forcewall Operations task to raise the forcewall in time. Success means the forcewall absorbs damage as normal but only 1 EP is expended for raising the forcewall. Failure means that the forcewall was not raised in time. The forcewall does not absorb any damage and 1 EP is expended for raising the forcewall.

Line Astern

This is a maneouvre where a group of ships line up one after another to hit an enemy ship at the same spot to overload its forcewall.

To line the ships up correctly, the formation commander must succeed in a RTN Ships' Tactics task. Each ship commander must also perform a RTN Pilot task to hold formation correctly.

All damage from ships which do successfully hold formation are combined and resolved as a single hit. Damage from ships which did not stay in formation are resolved separately, as usual.

New Ship Designs

No design rules are provided. Rigid vehicle design systems tend to be time-consuming and complex and result in something which complies with the system's design rules but which does not fit the purpose for which it was required and bears little resemblance to the designer's original conception.

Instead, the referee should design any new ships required by examining the role the ship is intended to fill, comparing it with existing designs and assigning suitable statistics. However, the following broad guidelines may prove helpful in creating new ship designs.

- When deciding the probabilities of various systems being hit, the hull should have about a 40-60% chance of being hit. In general, the simpler the ship, the more chance the hull will be hit (More complex ships will be more likely to take a hit on its other advanced systems).
- The better armoured or bigger the ship, the more damage the hull can sustain.
- The more complex a system is, the less damage it can sustain.
- More modern systems will generally be able to sustain more damage, be more effective (E.g. Greater range, inflict more damage, etc.) and drain less energy than less modern equivalents.
- Extensively dispersed systems (E.g. Detector arrays) will be more likely to be hit and be capable of absorbing more damage.
- The larger a system is, physically, the more likely it is to be hit (E.g. The space drive on *Liberator* is more likely to get hit than the teleport).
- A ship becomes less efficient at higher speeds, consuming increasingly larger amounts of energy for smaller and smaller speed increases.

When adding extra systems to a ship, decide its percentile chance of being hit during space combat (E.g. say 3% for the detector shield on *Liberator*). On being hit, first roll to see if the new system/systems have been hit, if not then roll on the normal table to see what has been hit. Write the chance of the new system being hit on the ship status sheet as a percentage (E.g. Detector shield: 3%).

Running Space Combat

The above rules are really just a framework for portraying space combat. The most important element is the way it is presented to players: The closer to the way a space battle was depicted in *Blake's 7*, the better. The following are a few rough guides.

Detector and weapon ranges and ship speeds mean that a lot of time can pass between first detecting a ship and getting close enough to open fire. Breaking down this time into phases slows down play to no effect. Start running combat in phases only when what happens from one phase to another will have an effect on the battle. Consistent use of the right terminology, as used in the programme, when describing the action is a good way of recreating the right feel to the battle. The best source of terminology is, of course, the episodes themselves but a few examples are given below:

- *"Three pursuit ships, bearing 080, range 250000 spacials."*
  Describe the locations of enemy ships in terms of bearings and range.
- *"Energy bank 5 is down to 30%."*
  Report damage or energy drains in terms of percentages, rather than points. The referee may want to keep the Ship Status Sheet concealed from the players and to make them rely on information relayed by the referee.
- *"Plasma bolt launched and running, bearing directly."*
  Plasma bolts are usually described as "launched and running" when fired and as "bearing directly" if they are aimed at the characters' ship.
- *"Spacecraft have entered Liberator's ambit."*
  The area covered by a ship's detectors is called its ambit.

10 WORLDS

- **Blake:** Zen, can you get an estimated surface temperature from this range?

  Zen: Sensors indicate a temperature of -120° and still falling.

  Vila: That's on the cool side - you'll need thermal suits.

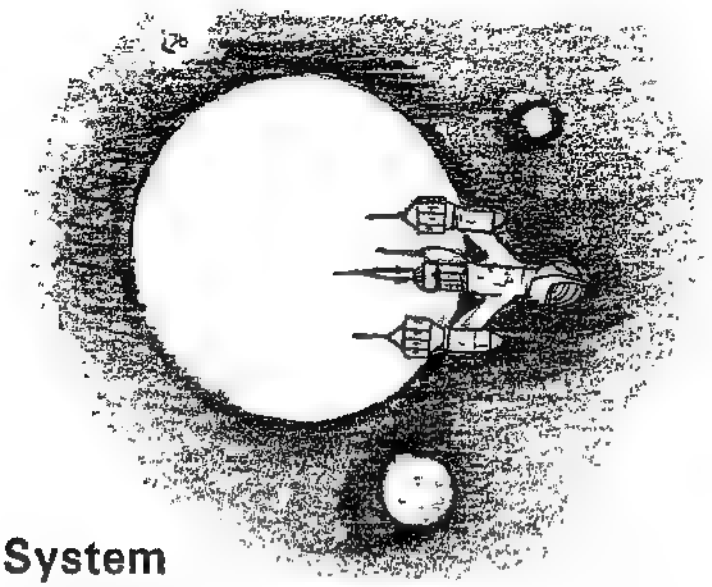
- ***Project Avalon.***

Overview

This section provides a set of rules for generating star systems and worlds and handling travel between them. It is, in effect, a description generator. It certainly has no claims to scientific accuracy: It generates a skeleton outline description of a star system which needs to be fleshed out by the referee. Its primary purpose is to generate short textual, as opposed to numerical, descriptions of worlds.

The results in the tables should not be regarded as a limit to the sort of worlds that can be generated. Rather, they are a basic list of ideas which the referee is strongly encouraged to add to or to expand on. Similarly, at almost all stages of star system or world generation, results can be generated randomly but the referee is encouraged to design the worlds by hand and to use dice only when the imagination fails.

While the worlds portrayed in the programme inevitably resembled bleak, windswept quarries, sand pits or forests, there is no reason for a referee to be similarly constrained.



Generating a Star System

Stars

The first step in generating a star system is deciding how many stars make up the system. The System Size Table can be used to determine this randomly, if desired.

Single star systems are the most common. Any planets in the system orbit a single star.

Binary systems contain two stars revolving around each other. Binary systems fall into one of two types:

Close companions, where the stars revolve rapidly around each other and planets in the system orbit around the centre of mass of the two stars.

Distant companions, where the stars are sufficiently far apart that each has its own planetary system. Distant companions are best generated as separate single star systems.

Trinary systems are made up of three stars, of which two normally are close companions as described above and the third is a distant companion of the close binary pair.

Systems of four or more stars are rare and usually consist of sets of binary and trinary systems which are distant companions of each other.

System size table

1d100	Number of stars in system
01-70	1
71-95	2
96-99	3
100	4

Star table

1d100	Star type	
01-04	White dwarf	
05-07	Sub-dwarf	Red (M)
08-09	Main sequence	Blue-white (B)
10-12	Main sequence	White (A)
13-16	Main sequence	Yellow-white (F)
17-22	Main sequence	Yellow (G)
23-31	Main sequence	Orange (K)
32-98	Main sequence	Red (M)
99-00	Unusual star	See Unusual star table

Unusual star table

1d100	Star type	
01-31	Sub-dwarf	Yellow (G)
32-62	Sub-dwarf	Orange (K)
63-80	Main sequence	Blue (O)
81	Giant	Blue (O)
82	Giant	Red (M)
83-86	Giant	Blue-white (B)
87-97	Giant	Orange (K)
98-100	Giant	White (A)

Planets

A star system will typically have 3d6 planets. **Exception:** Star systems containing White Dwarves will have 1d6-3 planets. Each planet must be placed in one of three orbital zones around its star or stars: The inner, life or outer zones. Any habitable planets will be within the life zone.

Planet position table

1d10	Position
1-3	Inner system
4-5	Life zone
6-10	Outer system

Generating Worlds

Each planet in the star system can be one of several types, depending on which zone it is in. The possible world types are described below. The planet type table lists the planet types which can be expected to be found in the various orbit zones.

- **Asteroid belt.** Asteroid belts are made up of small rocks, usually no more than a few miles across, although a few can be the size of small moons. They are usually either the remnants of destroyed planets or of planets which never formed properly. Within the belt, asteroids themselves are actually quite scarce. Dense clusters are extremely unlikely.
- **Desert world.** Desert worlds are generally small planets with thin atmospheres and little surface water. What water there is, is usually locked in ice caps. Note that desert world are not necessarily hot: They can suffer from either extreme of temperature. Desert worlds are often very old, having lost much of their atmosphere and water to space.
- **Empty orbit.** The orbital position does not contain any objects of any significance.
- **Gas giant.** Gas giants are immense planets made up almost exclusively of thick atmospheres of hydrogen, methane, ammonia or helium, although some may have a small core of ice or rock at their centres.
- **Greenhouse.** Greenhouse worlds have very dense atmospheres which trap heat and give rise to hot worlds. The atmosphere usually contains a high proportion of carbon dioxide. Greenhouse worlds are usually found in the inner zone.
- **Hostile world.** Similar in size to terrestrial worlds, hostile worlds are however uninhabitable because of poisonous atmospheres. These are often exotic, containing gases like methane, chlorine or ammonia. Hostile

worlds usually lie beyond the life zone so temperatures are often very low.

- **Ice ball.** A ball of frozen gases, ice balls may have a small rocky core or may be solid ice throughout. Ice balls are only found in the outer zone.
- **Rock ball.** A plain piece of rock with no significant atmosphere. Rock balls may have a thin coating of frozen water or gas if they lie in the life or outer zones.

> **Avon:** What is the surface analysis, Slave?
> **Slave:** Nitrogen, methane, and argon predominate. Also traces of free ammonia and sulphur compounds. It is unsuitable for your illustrious life form, Master.
> **Vila:** He thinks it stinks, too.
> • *Orbit.*

- **Terrestrial world.** A potentially inhabitable world, a terrestrial world is similar to Earth, with a breathable atmosphere and tolerable climate. Terrestrial worlds may still have flaws which still render it unsuitable for settlement.

Planet type table

1d20	Inner system
1-3	Empty orbit
4-8	Greenhouse
9-16	Rock ball
17	Gas giant
18-20	Asteroid belt

1d20	Life zone
1	Empty orbit
2-4	Greenhouse
5-7	Rock ball
8-10	Desert world
11-16	Terrestrial world
17	Gas giant
18-20	Asteroid belt

1d20	Outer system
1	Empty orbit
2-4	Rock ball
5-7	Ice ball
8-14	Gas giant
15-17	Hostile world
18-20	Asteroid belt

Satellites

Typically a planet will have 1d6-3 satellites orbiting it. **Exception:** Gas giants will usually have 2d6 satellites. Satellites usually resemble small ice balls or rock balls although a gas giant's satellites may contain hostile or even terrestrial worlds (If the gas giant is massive enough). Finally, there is a 30% chance that a satellite is, in fact, a ring around the planet.

Generating Terrestrial Worlds

A terrestrial world can be assigned a set of characteristics which represent its distinctive features or quirks. If a world is being assigned characteristics randomly, 1d6 rolls on the world characteristics table should be sufficient. The following are a set of possible characteristics.

World characteristics table

1d20	Characteristic	1d20	Characteristic
1	Atmospheric density	11	Gravity
2	Axial tilt	12	Life
3	Background radiation	13	Ruins
4	Captured world	14	Scarce resource
5	Climate	15	Terraformed
6	Day length	16	Toxic atmosphere
7	Dead or dying world	17	Unstable world
8	Planet density	18	Unusual shape
9	Elliptical orbit	19	Water
10	Extreme weather	20	Year

- **Atmospheric density.** The atmosphere is either especially dense or thin (Either is equally likely). A thin atmosphere will cause characters to tire more easily and may require breathing apparatus, especially at high altitudes. Very dense atmospheres may be too dense to support life at lower altitudes and may require pressure suits to be worn.

- **Axial tilt.** The world's axis of rotation is at a significant angle to the system's orbital plane. The greater the tilt, the more extreme the variations in seasons will be.
- **Background radiation.** The level of background radiation is unusually high. There are several possible causes for this: A nuclear war sometime in the past, a high degree of flare activity from the world's star, thin radiation belts around the world which allow a high level of cosmic radiation to reach the world's surface, etc. Whatever the reason, characters may require radiation protection on the world's surface.
- **Captured world.** The world was not originally part of the system but was gravitationally captured at sometime in the past. Captured worlds generally have eccentric orbits, being possibly highly elliptical, inclined (At an angle to the system's normal orbital plane) or orbiting in the opposite direction to the rest of the system.
- **Climate.** The world has either an extremely cold or extremely hot climate. Note that this is a general description. All worlds will be warmer at the equator and colder at the poles. In addition, Federation worlds prior to the Andromedan invasion often had their climate controlled by the Federation from Star One so their actual climates might not match their natural climates. After the invasion and the destruction of Star One, however, these worlds reverted to their natural climates, often with disastrous consequences.
- **Day length.** In general, a world can be assumed to have a day length comparable to Earth's. In this case, however, the day length is exceptionally long or short. This can have a serious effect on human activity on the world. An extreme case of long day lengths is the tidally-locked world: The world has one face permanently facing its star. This face will often be uninhabitably hot while the opposite face is uninhabitably cold. The only habitable area will lie along a narrow zone between the two faces.
- **Dead or dying world.** The world is being destroyed. Possible causes include meteor impacts, an approaching moon or other similar object or the sun flaring or exploding.
- **Density.** Very dense worlds will be rich in metals but have higher background radiation, are hotter, are prone to earthquakes and volcanoes. Very low-density worlds will be pretty much the opposite. A planet's size can be determined from its density and gravity (**E.g.** A high density, low gravity world will be a small world while low density, high gravity worlds will tend to be large).
- **Elliptical orbit.** Most orbits are elliptical but almost circular. This world's orbit is highly elliptical so that its distance from its star can vary widely. Changes of season will be more extreme and large climatic changes can be expected as the planet's year progresses.
- **Extreme weather.** The world suffers from violent weather conditions, typically fierce storms and winds or highly variable temperatures, making the world a dangerous and miserable place to live.
- **Gravity.** The world's gravity is significantly different from Earth's. Characters on a high gravity world will find physical activity more difficult and tiring (The referee may wish to impose penalties on all physical tasks). On a low gravity world, STR-related tasks will be easier and DEX- and INI-related tasks may be harder or easier, depending on how they are affected by gravity (**E.g.** Catching a falling object would be easier but swinging a melee weapon would be harder).
- **Life.** Almost all terrestrial worlds contain some form of life but this world is home to a notable lifeform, which may be a disease (**E.g.** The Curse of Cygnus on ***Cygnus Alpha***), intelligent or semi-intelligent life or valuable lifeforms (**E.g.** The moon disks of Zondar from ***Shadow***).
- **Ruins.** The world contains the ruins of a previous civilization, possibly non-human. The previous civilization may have been destroyed by natural disasters or war. The ruins may contain valuable information or artifacts.
- **Scarce resource.** The world contains some scarce or unique resource (**E.g.** Monopasium 239 on ***Horizon*** or Kairopan from ***The Harvest of Kairos***).
- **Terraformed.** The world has been or is being transformed into a world more suitable for human settlement (**E.g.** Before the Intergalactic War, many Federation worlds had their climates controlled from ***Star One***).
- **Toxic atmosphere.** The world's atmosphere is contaminated in some way which makes it dangerous to breathe. Any inhabitants will have to wear protective gear or avoid prolonged exposure to unfiltered air (**E.g.** In ***The Keeper***, inhabitants of Goth lived underground to avoid the poisonous effects of sulphurous fumes in the air).
- **Unstable world.** The world is seismically active and is subject to severe volcanic and earthquake activity.
- **Unusual shape.** Most worlds are almost spherical but bulge slightly at the equator. Small worlds may be irregularly shaped, with parts of the world bulging above the atmosphere. Large or dense worlds can bulge noticeably at the equator.

- **Water.** Water is unusually scarce or plentiful on this world. Planets where water is scarce will be largely arid desert, while inhabitable land will be particularly precious on water worlds.
- **Year.** The world takes an unusually long or short time to orbit its star or stars. The length of seasons will be affected accordingly which is especially important for farming.

Inhabited Worlds

Federation Worlds

The authoritarian and highly centralized nature of the Federation means that its member worlds do not vary much in nature. They can be classified into one of four broad categories:

- **Inner world.** These are the long settled, high population, highly urbanised worlds. The population of the inner worlds are subject to a high degree of Federation control. The vast majority of the population are concentrated in massive domed cities for easier control, leaving much of the world's surface uninhabited and wild, except for small bands of fugitives and rebels .
- **Outer world.** The outer worlds are more recently settled, sparsely populated, colony or frontier worlds. They are generally less tightly controlled than the Inner worlds but there is always a Federation presence of some sort to quell any rebellious tendencies (E.g. Saurian Major in ***Time Squad*** or Albian in ***Countdown***).
- **Open world.** A world (Usually an Outer world) where the rule of law has been suspended. The most common reason for declaring a world an Open world is to exploit a world as rapidly as possible, and to remove undesirable or inconvenient inhabitants. Open worlds are often very dangerous places, rife with criminals and bounty hunters preying on them (E.g. Gauda Prime in ***Blake***).
- **Penal colony.** Penal colonies are dumping grounds for the Federation's criminals and other undesirables. Conditions vary, depending on the category of the offenders marooned on the penal colony but penal colonies are always harsh, miserable worlds (E.g. Exbar in ***Hostage*** or ***Cygnus Alpha***).

Non-Federation Worlds

Non-Federation worlds are much more varied and disparate in nature than Federation worlds. A non-Federation world can potentially have any type of government. The most common possibilities are listed below. Note that there is a considerable amount of overlap between some of them and some governments may include aspects of several of them (For instance, a military government is often an emergency government of some sort and an oligarchy).

- **Alliance.** A group of distinct, autonomous, self-governing states. The central government seldom interferes in its members' internal affairs.
- **Anarchy.** There is no government or laws governing the society. Anarchies are usually violent, dangerous places.

- **Blake:** What are the surface conditions on Horizon?
  Zen: Negative information.
  Blake: Population?
  Zen: Negative information.
  Blake: Well, is there any information on Horizon?
  Zen: Negative.
  Blake: Well, is the information on Horizon classified?
  Zen: Negative information.
  - ***Horizon.***

- **Autocracy.** Power is ultimately exercised by a single, supreme head of state.
- **Bureaucracy.** Government is in the hands of a bureaucratic administration. Laws and red tape are commonplace.
- **Colony.** A state established and controlled by a mother society. Colonies are usually ruled by the mother society through a governor and are usually less regimented than their mother societies.
- **Corporate state.** Rule by a commercial organization of some sort. Citizenship often means being a shareholder.
- **Emergency or transition.** The normal functioning of government has been suspended and a special government, often with wide-ranging powers, has been set up to cope with some sort of emergency or change.
- **Empire.** A group of states where one state is dominant and controls the affairs of the others.
- **Federation.** Similar to an alliance but in a federation, the central government is supreme to its members'. Not to be confused with the Terran Federation.

- **Feudal.** A layered society in which each person pledges loyalty and service to a liege in exchange for protection or land. The liege in turn pledges loyalty to another and so on, up to a single ruler.
- **Fragmented.** The world has more than one society on it. The number of factions or governments is up to the referee and may be of widely differing natures.
- **Military government.** The society is ruled by its military. Military governments are often dictatorial and often came into power through a coup.
- **Oligarchy.** Power is controlled by a small group or clique.
- **Participatory democracy.** Each and every citizen is involved in government by voting on any action the government takes. Participatory democracies are only feasible for small numbers of citizens or for technologically highly advanced societies. Note that not everybody in the society is necessarily a citizen entitled to vote.
- **Penal colony.** The world is effectively a jail where prisoners can be marooned and forgotten.
- **Representative democracy.** Citizens elect representatives who exercise power in their names. As with a participatory democracy, the right to vote may not be universal.
- **Sanctuary.** The world acts as a haven for fugitives, be they criminal, political or religious. Sanctuaries are often controlled directly or indirectly by organised criminal groups.
- **Subjugated.** The society is under the control of some outside group, often as the result of conquest. Laws are generally draconian and a guerilla war may be taking place.
- **Theocracy.** The world is governed by a religious leader or group. Religious and civil laws are indistinguishable.
- **Tribal.** There is no high level government. The population is fragmented into large numbers of family, clan or caste groups which are often in conflict with each other.

Government or society type table

1d20	Government type	1d20	Government type
1	Alliance	11	Fragmented
2	Anarchy	12	Military government
3	Autocracy	13	Oligarchy
4	Bureaucracy	14	Participatory democracy
5	Colony	15	Penal colony
6	Corporate state	16	Representative democracy
7	Emergency or transition	17	Sanctuary
8	Empire	18	Subjugated
9	Federation	19	Theocracy
10	Feudal	20	Tribal

Technological Progress

A world's technological progress can be roughly categorised into six levels:

- **Primitive**
- **Ancient**
- **Medieval**
- **Early Industrial.** Equivalent of Victorian period technology.
- **Industrial.** Equivalent of late 20th century technology.
- **Interstellar.** Technology is at least comparable with the Federation's.

With the exception of penal colonies, all Federation worlds have interstellar level technology although advanced technology may be scarcer on Outer and Open worlds. Penal colonies will be mostly primitive or ancient, or medieval at best.

Non-Federation worlds may potentially be at any level of technological progress. It is also possible for a society to be at different levels of progress in different areas or for parts of the world to be at differing levels of progress.

Technological progress table

1d6	Technological level
1	Primitive
2	Ancient
3	Medieval
4	Early industrial
5	Industrial
6	Interstellar

Installations and Facilities

Most worlds will have all the bases or facilities listed below to some extent. However, on a particular world, one or more of them (Typically 1d3) may be especially well-developed, extensive or well-known (E.g. The Federation communications base on Saurian Major (***Time Squad***) or the hospitals on Chenga (***Aftermath***)).

Installations table

1d10	Installation type	
1	Communications base	
2	Educational facilities	
3	Farms	
4	Illegal bases	These include pirate or smuggler bases.
5	Leisure centres	
6	Manufacturing facilities	
7	Medical facilities	
8	Military bases	This includes rebel as well as regular military bases.
9	Mines	
10	Research bases	

Space Geography and Travel

Long Distance Travel between Star Systems

Stellar distances are measured in Space Hours (SH). 1 SH is defined to be the distance a ship travelling at Time Distort 1 would cover in 1 hour. Thus if two stars are 200 SH apart, a ship travelling at TD 1 would take 200 hours to travel from one to another while one travelling at TD 5 would take only 40 hours.

Safe cruise speed is the highest sustainable speed a ship may travel at. In an emergency, it is possible to exceed this limit. However, this puts a lot of stress on the ship and can result in damage to the ship.

With long distance travel, each hour a ship exceeds safe cruise speed, there is a 5% chance of 1 point of damage to the hull.

With long distance travel, each hour a ship travels at maximum emergency speed, there is a 10% chance of 1 point of damage to the hull.

As long as safe cruise speed is not exceeded, there is no danger of accidental damage to the ship.

Exception: If the hull is heavily damaged, each hour the ship exceeds safe cruise speed, the hull automatically takes a further point of damage.

Note that exceeding safe cruise speed during combat is much more likely to cause damage to the ship than doing so in long distance travel between star systems (qv Section 9, **Space Combat**). This is because maneouvres in combat will be much more violent and abrupt than in long distance travel, thus placing much more stress on the ship's hull.

Placing Star Systems

No map of star systems is provided with this game. The sheer size of known space as portrayed in ***Blake's 7*** is such that it is impractical to map and describe every world in the space available. Instead, the referee is free to simply decide how far one system is from another. For consistency, the distance between stars could be recorded for later use. Typically, neighbouring star systems will be an average of 300-500 TD units apart. Various ***Blake's 7*** fans have, however, drawn up their own maps.

Travel Within a Star System

Stars' relative positions and, hence, the distances between them, are more or less permanent, over the sort of time-frame involved in a role-playing game, at least. Few RPGs span the millions of years necessary for the relative positions of stars and the distances between them to change significantly.

The relative positions of planets in a star system change much more rapidly, however. In addition, planets in non-adjacent orbits may be much closer than ones in adjacent orbits, depending on where they are in their orbital paths (They might be on opposite sides of their star(s), for example).

Thus, a referee may wish to set distances between planets in a star system randomly. In a long-running campaign, he may also wish to change these distances from time to time. A set of suggested distances is listed below:

In-system distances

Journey is:	Distance in SH
Within the same zone	1d6
Between adjacent zones	2d6
Between inner and outer zones	3d6

Naming Conventions for Stars and Worlds

The following are a set of conventions which could be used for naming worlds and stars.

Stars

Stars are often designated as part of a constellation. These are usually named as follows: the constellation name followed by a Greek letter signifying its brighmess in the constellation, starting with Alpha for the brightest (E.g. Cygnus Alpha is the brightest star in the constellation of Cygnus). The constellation's name is generally a Latin name.

Alternatively, a star in a constellation can be named using a Greek letter signifying its brightness, starting with Alpha for the brightest, followed by the genitive case of the Latin constellation name (E.g. Cygnus Alpha is more properly known as Alpha Cygni). However, these conventions should only be followed if the referee has some knowledge of Latin.

Note that since constellations are assigned from observations from Earth, stars in a constellation may not necessarily be anywhere near each other, nor is the Alpha star the brightest: It is simply the brightest seen from the Earth.

However, a star can potentially be named after anything. Typical sources of names include mythological names, people, or concepts and aspirations (E.g. Destiny or Horizon).

Companions in a multiple star system generally have the same name but are differentiated by assigning each a letter (E.g. Alpha Centauri A, Alpha Centauri B, etc.).

The words Major or Prime can be added to the end of a star name to signify that it is the largest or brightest star in a system or constellation (E.g. Saurian Major).

Worlds

Usually, worlds in a star system are named after the system's star or stars and numbered from one upwards, starting from the innermost world (E.g. Del 10, Altern 5). The worlds may be numbered using either Roman (E.g. I, II, III, IV, etc.) or Arabic (E.g. 1, 2, 3, etc.) numerals.

The star's name is also often used interchangeably with a system's main inhabitable world. In some cases, however, a world may be given a name quite separate from its star's.

Satellites are usually given the same name as the world they orbit with the addition of a lower case letter, starting with 'a' for the innermost satellite.

11 NON-PLAYER CHARACTERS

- **Blake**: They're human.

  Jenna: I'll need convincing of that!

- *Killer.*

Overview

Returning to the comparison made in the **Introduction** between role-playing games and television programmes, if PCs are the stars of the programme, non-player characters (NPCs for short) are the supporting cast. They are the characters that PCs will interact with. For the game to be realistic and believable, the NPCs must also be as realistic and believable as possible.

This section is concerned with the creation and use of NPCs. A distinction is drawn between **Major**, **Minor** and **Stock** NPCs.

Major NPCs

Some NPCs are so important to the game that the referee may wish to create that character in great detail, especially if the NPC is likely to be repeatedly encountered by the PCs in a long-term campaign (A role similar to that played in the programme by Servalan or Travis). Ideally, major NPCs should be as detailed and developed as any PC. They are almost as important to the story as PCs, they just are not controlled by players.

The referee should create major NPCs from scratch, designing their backgrounds and personalities in a similar way to the manner described in **Creating a Character's Background** in Section 1, **Characters**.

However, rather than generating attributes randomly and selecting skills by allocating points, the referee should simply assign whatever attribute and skill levels he considers appropriate to his conception of the NPC.

The referee may even wish to fill in a character sheet for major NPCs.

Minor NPCs

Minor NPCs are the less important characters the PCs may encounter: Federation troopers on sentry duty, the Administration clerk at the records office. While not as important to a game's plot as PCs or major NPCs, and thus warranting less detailed descriptions, the referee should still strive to make them seem as believable as possible.

Although, by their nature, not as important to a game as major NPCs, the majority of material in this section concerns minor NPCs simply because creation of major NPCs should be largely a creative exercise. By comparison, creating minor NPCs will usually be a more routine, mechanical affair.

Profession and Significant Skills

One of the first things a referee will have to decide when creating a NPC is his career or profession. This will usually be determined by the NPC's role in the game.

The NPC's profession will also largely determine the skills he possesses. The referee should assign the NPC a set of significant skills, skills which the NPC are likely to use when encountering the PCs. The NPC may also have other, minor unlisted skills.

The exact skill levels assigned are at the referee's discretion but should be dependent on what the referee decides is the NPC's experience and competence.

- ***Example.*** The referee needs to create a NPC: The chief administrator at a star port is likely to have a fairly high Administration skill level, and possibly Bargain and Computer Science as well. Perhaps he is also a keen amateur gambler, so the referee might assign him Gambling at 20%.

Class Grades

Minor NPCs are assigned a generalised, overall grade for physical attributes and another for mental attributes in the range **Alpha**, **Beta**, **Gamma** or **Delta** where Alpha is the highest grade and Delta is the lowest. The Federation's **Class Grade** assigned to all its citizens is also graded from Alpha to Delta. It is supposed to reflect the citizen's intelligence and so **should** be the same as the mental attribute grade but mistakes have been made (E.g. Vila or the weapons technician Coser from ***Weapon***).

The physical and mental grades are used to provide an attribute level whenever one is needed for task resolution using the **NPC Attribute Grades** table below. The NPC's physical grade is also used to determine the NPC's hit points for combat. If the referee needs to generate a character's physical or mental grade randomly, a column is provided for this purpose.

Thus a Federation trooper might be rated as Beta-Gamma (i.e. Physical grade Beta and mental grade Gamma so he is physically tough but not too bright).

NPC wounds are treated (No pun intended) as described in Section 6, **Wounds and Injuries.**

NPC Attribute Table

1d100	Class Grade	Symbol	Attribute Level	Hit Points					
				Total	Head	Chest	Abdomen	Arm	Leg
01-45	Delta	δ	7	14	5	6	4	4	5
46-65	Gamma	χ	10	16	6	7	6	4	6
66-85	Beta	β	12	18	6	7	6	5	6
86-00	Alpha	α	15	20	7	8	7	5	7

Motivations and Traits

Ideally, a NPC's personality, aims and motivations should be set by the referee as a designed NPC tends to be more convincing than a randomly generated one. However, this may not always possible because of lack of time, unexpected actions by the PCs which require the referee to create several NPCs in a hurry, or a simple lack of inspiration.

As a result, a **NPC Motivations and Traits** table is provided below to provide the referee with possible ideas.

If a NPC is being generated randomly, typically, the referee should roll 1d3 each of motivation and personality descriptions. The personality traits each have two sides with a 50/50 chance of either being the trait possessed by the NPC.

While, ideally, a PC's personality should be actively developed by the player, the NPC Motivations and Traits table can also be used by players whose imaginations have dried up to inspire ideas.

NPC Motivations and Traits Table

1d20	Aims/motivations	Personality traits	
1	Allegiance	Short-tempered	Even-tempered
2	Weakness	Stubborn	Weak-willed
3	Loyalty	Pompous	Unassuming
4	Enmity	Hostile	Friendly
5	Responsibility	Brutal	Gentle
6	Love	Insane	Eccentric
7	Tradition	Coward	Brave
8	Vengeance	Selfish	Generous
9	Wealth	Violent	Peaceful
10	Fame	Deceitful	Honest
11	Knowledge	Proud	Humble
12	Justice	Aggressive	Cautious
13	Safety	Suspicious	Trusting
14	Power	Ruthless	Compassionate
15	Fear	Rude	Polite
16	Duty	Disloyal	Loyal
17	Lust	Dishonourable	Honourable
18	Hatred	Careless	Careful
19	Skill	Reserved	Emotional
20	Rivalry	Indecisive	Decisive

Stock NPCs

Some types of NPCs are encountered so frequently or in such large numbers that it simply does not make sense to create them from scratch each time they are required. These **Stock NPCs** perform a similar role to extras in a play or film: A crowd of innocent bystanders, a security patrol, and so on.

Stock NPCs are basically stereotypical supporting characters which can reused as needed. A set of commonly encountered stock NPCs are given below:

Amagons, Beta-Beta.

The Amagons are a tribe of swarthy, space-going nomads, driven almost exclusively by the pursuit of wealth. Amagons are recognisable by the flowing blue robes and gold jewellery they favour. They are notorious for doing virtually anything to turn a dishonest credit: piracy, smuggling, slavery and bounty-hunting, amongst others. The Amagons also favour treachery and deception over direct action.

Skills: Bargain: 40%, Fast Talk: 30%, Firearms: 40%, Recon: 20%, Stealth: 25%, Survival: 25%.

- **Tyce:** You'd sell your own grandmother, wouldn't you?
  Tarvin: Oh, but I did.
  - *Bounty.*

Bounty hunters, Beta-Beta.

Bounty hunters are usually to be found on frontier worlds hunting down criminals for reward money and are especially common on Federation open worlds where the rule of law has been suspended as this naturally attracts the criminals they prey on.

- **Blake**: You sure they were bounty hunters?
  Arlen: Well, it's not my irresistible charm that keeps them coming.
- *Blake.*

Skills: Fast Draw: 20%, Firearms: 40%, Recon: 40%, Stealth: 30%, Survival: 30%.

Federation citizens (Inner worlds), Gamma-(Class grade).

Federation citizens on the Inner worlds are rigidly classed into one of four grades. Generally, the mental grade will be the same as the class grade. The Delta grades form the unskilled labourers, the Gammas the skilled labourers, the Betas the technicians and the Alphas the professionals. The sheltered life they lead in the dome cities and the heavy use of suppressants means Inner worlders are usually well educated but not especially hardy.

Skills: Any one REA-based skill at 35% and another three at 15%.

Gammas' skills will be 5% higher, Betas' 10% higher and Alphas' 20% higher.

Federation citizens (Outer worlds), Beta-(Varies).

Settlers on the Federation's frontier worlds tend to have more individual freedom than their counterparts in the Inner Worlds. The rigours of colonial life means they also tend to be fitter.

Skills: Survival: 20% and one of Administration, Electronics, Farming, First Aid, Mechanical, Medical or Mining at 30% and another at 15%.

Gammas' skills will be 5% higher, Betas' 10% higher and Alphas' 20% higher.

Federation fleet, Gamma-Beta.

The pilots and crewmen of the Federation's fleet. They will generally be less fit than their trooper counterparts but the more technical nature of their jobs means they are also usually from higher grades than the army.

Skills: Detector Operations: 25%, Firearms: 25%, Forcewall Systems: 25%, Space Drive Operations: 25%.

Officers will be Gamma-Alpha and have the skills Administration: 20%, Gunnery: 40%, Leader: 20%, Navigation: 40%, Pilot: 40% and Ships' Tactics: 25% in addition.

Federation troopers, Beta-Gamma.

Federation troopers are generally well-trained, tough, obedient and ruthless, often to the point of brutality.

Skills: Firearms: 40%, Recon: 25%, Survival: 25%, Thrown Weapons: 30%, Unarmed Combat: 40%.

Officers will be Beta-Alpha and have the skills Administration: 20%, Leader: 20% and Tactics: 25% in addition.

The Space Assault Force are the Federation's elite troops and should be treated as Alpha-Beta for troopers and Alpha-Alpha for officers. Their skills will be 15% higher than their regular counterparts'.

Mutoids, Special-Beta.

Mutoids are modified human beings whose sole purpose for existence is to serve the Federation. The modification process involves extensive bionic replacement, the erasing of the subject's memory and conditioning him or her to be completely loyal and obedient to superiors in the Federation. The process also leaves them superhumanly strong but dependant on regular supplies of blood serum. This can come either in the form of phials inserted into a chest cavity or drawn from humans through a hypodermic needle built into the right arm. This has led to them being labelled "vampires" by opponents of mutoid modification. Mutoids will usually

obey any orders from a legitimate superior without question although orders that contradict normal procedure and regulations can confuse them.

Skills: Firearms: 55%, Recon: 40%, Survival: 25%, Thrown Weapons: 30%, Unarmed Combat: 55%.

As long as a mutoid is regularly supplied every 8 hours with fresh blood serum, its physical attributes are rated at 20. If not, however, the mutoid's attributes will drop by 1 point every 15 minutes. When its physical attributes drop to 0, the mutoid dies.

A mutoid's hit points are as follows: Total: 30, Head: 8, Chest: 10, Abdomen: 8, Left arm: 6, Right arm: 6, Left leg: 8, Right leg: 8.

Outsiders, Beta-Beta.

Inhabitants of the Federation's Inner Worlds who have fled the dome cities to live in the wild, free from Federation control. Their chosen lifestyle makes them tougher than the average Inner World citizen while still retaining their education and training.

Skills: Survival: 15%, and any one REA-based skill at 35% and another three at 15%.

Gammas' skills will be 5% higher, Deltas' 10% higher and Alphas' 20% higher.

Primitives, Beta-Delta.

A native of one of the technologically primitive worlds outside the Federation.

Skills: Farming: 20%, Recon: 30%, Melee Weapons: 40%, Missile Weapons: 25%, Survival: 40%.

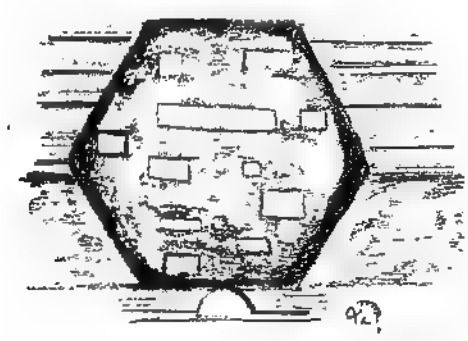
Intelligent Computers

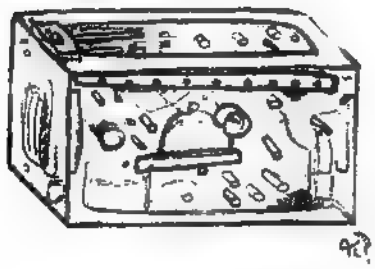
While speaking computers are commonplace in the Federation, intelligent, autonomous computers are rarer and generally originate from outside the Federation. They are a special case of NPC. Some general notes about intelligent computer NPCs follows.

Computer NPCs usually have a distinct personality of their own but, because their behaviour is programmed, their behaviour does not vary much. Computer NPCs are useful props for the referee, allowing him to supply clues and other information to the PCs but care has to be taken that the PCs do not become over-dependent on the computers, especially with Orac's carrier beam. The personalities and traits of three of the most important intelligent computer NPCs are described below:

Zen

Built by the System as the flight computer of *Liberator*, Zen generally limits itself to reporting the facts, and no more, making its announcements in a flat, emotionless tone, with a deep electronic chime at the start and finish. The only time Zen ever referred to itself was when it apologised for failing the crew of *Liberator* shortly before its destruction, as its memory banks were being corroded away. Otherwise, the closest Zen ever came to displaying emotion was occasionally to emit a sudden and abrupt chime if its professional pride was offended by the crew. Zen does appear to have been programmed by the System to set limits on the amount of assistance it may lend the crew and to refuse any order which equates to an order to self-destruct.



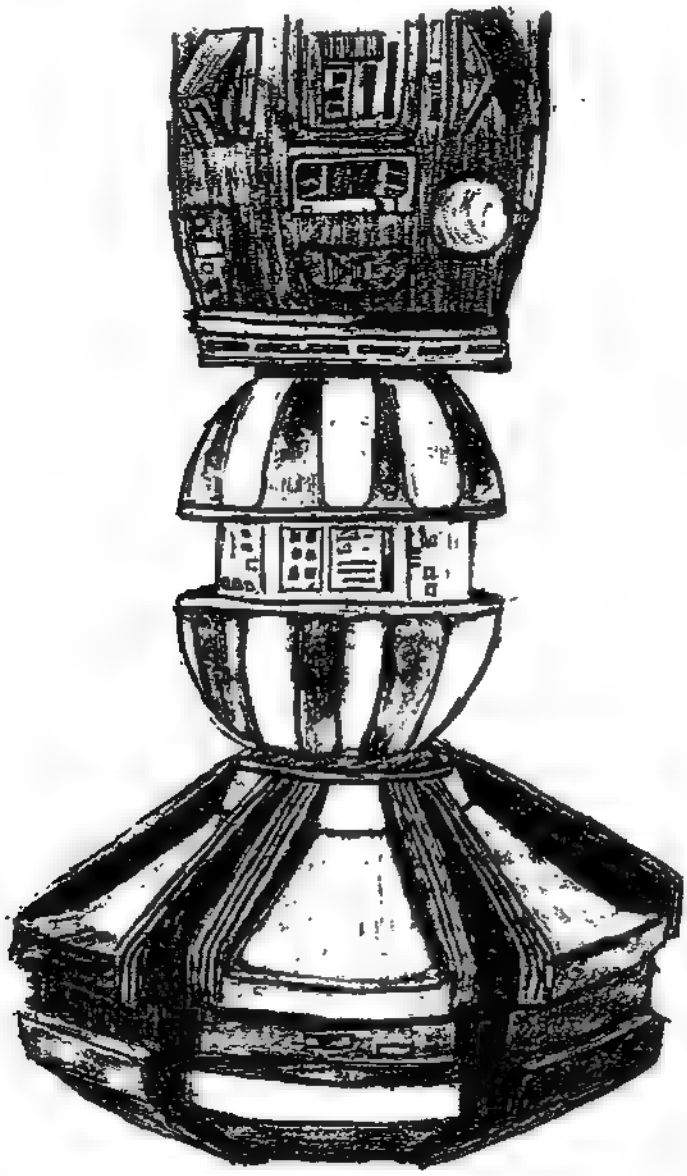


Orac

As Ensor's creation, Orac also acquired many of his personality traits, particularly his arrogance, irritability and impatience with those less intelligent than himself. Orac has been designed to answer questions truthfully but that does not mean that its answers are not highly misleading or maddeningly vague. Orac has been known to refuse to elaborate on an answer if it feels that its questioners are capable of working things out for themselves. It is also reluctant to use its abilities, particularly its intellect and carrier beam, on tasks it feels are beneath its dignity. Orac can become downright sulky when ordered to do something it does not wish to. Another of Orac's main traits is a strong sense of self-preservation. This, however, is more than outweighed by its overwhelming thirst for knowledge, which can cause it to lead itself and others into great danger (**E.g.** Close proximity to a black hole in ***Dawn of the Gods***!). All this serves to limit Orac's usefulness to the PCs somewhat as great care has to be taken to ask the right questions and they may still have to expend a fair bit of effort to decipher Orac's answers.

Slave

The flight computer on *Scorpio*, Slave was programmed by Dorian to be humble and obsequious. It constantly flatters the crew's abilities (*"You evaded them with consummate ease, Master"*) while humbly apologising for its own failings and limitations (The words *"humble"* and *"poor"* are frequently used) and those of *Scorpio*. Slave also addresses the crew of *Scorpio* in a very deferential manner (*"Master"*, *"Sir"*, etc.) and is always hesitant when speaking without being spoken to first.

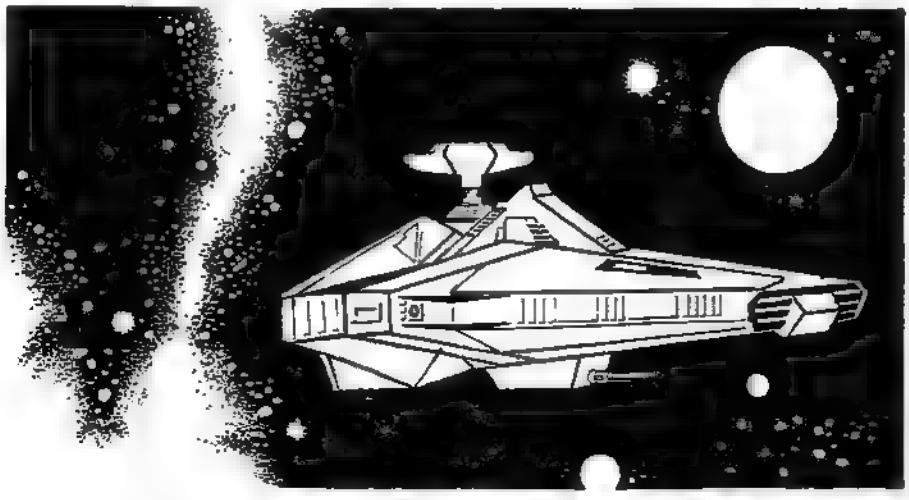


12 REFEREEING

- Imagination my only limit? I'd be dead in a week.
- *Avon, Aftermath.*

Overview

This section is intended as a brief guide to setting up and refereeing the ***Blake's 7*** Role-Playing Game. Before play begins, the referee and players have to decide on the sort of game they want to play: Its length, theme, characters, setting and the rules to be used. This section is aimed specifically at referees and it would be best if players did not read it.



One-off Games and Campaigns

The first question to consider before starting a game is whether it is to be a one-off game, a single scenario, with no plan to use the characters again in further scenarios, or whether it is to be the start of a full campaign. This, in turn, depends on the players' available free time: Can they commit themselves to playing regularly?

It is not unknown, when a one-off game has ended, for the players to then decide they want to play their characters again so it is usually a good idea to keep the possibility of expanding a one-off game into a campaign open, perhaps by leaving a hanging plotline or two in the scenario.

If a campaign is planned, it is a good idea to decide on a broad theme for the campaign to give the PCs a purpose or objective, instead of simply jumping from one unconnected scenario to another. The theme should be fairly broad and should not exclude scenarios unrelated to the theme of the campaign (**E.g.** The murder/mystery plot of ***Mission to Destiny*** had little connection to Blake's fight against the Federation, which was the main theme of the first series). It may also evolve over the course of the game (q.v. **The Setting**). A few suggestions for campaign themes are given below. It is also possible to have more than one theme underlying a campaign.

> - ...I've been shot at, trodden on, nearly captured twice and now I think they're trying to blow me up. A fairly average day. You know.
> - *Vila, Games.*

Escape the Federation

The PCs seek to flee the Federation: To set themselves up and disappear on some neutral world with enough wealth to live out the rest of their newly-established lives. The campaign will be based around the PCs' efforts to acquire their new identities, money and refuge, all while staying one step ahead of the Federation. This type of campaign is best suited to criminal PCs and other less idealistic character types.

Guerrilla Warfare

The PCs are part of a resistance movement fighting to free a world, usually their own, from Federation rule. While they may occasionally venture off-world to obtain supplies, arms and aid, the PCs' primary activity is fighting a guerrilla war against the Federation on their world. This type of campaign requires the referee to generate a planet or system in great detail and is best suited to players who enjoy a military-based campaign.

Against the Federation

This campaign type is closest to the spirit of the television series. The PCs roam the Federation, trying to stay one step ahead of it while hitting back where they can. The vast scope of this campaign type offers the most potential variety, especially for off-theme adventures, but is the most demanding on the referee for the same reason. It is also best suited for groups with at least one idealistic or political PC. The PCs will also almost certainly need a ship of some sort.

Player-Characters

One of the most important decisions about the game is what sort of characters the players will be playing.

Programme Characters

The players will be taking on the roles of the actual characters from the series. Character statistics for them are provided. This is likely to be a very popular option, particularly since you are using a system specifically designed around the ***Blake's 7*** setting in the first place. Players will often have a favourite character they wish to play, the background to the game will generally be familiar so the game can start almost immediately. However, there are potential problems:

- Some players do not like playing characters they have not created themselves as they feel restricted by someone else defining how they should act.
- There will inevitably be arguments over who gets popular characters like Avon. Similarly, somebody will have to play the less popular characters too. A fair and generally acceptable way of assigning characters to players will have to be agreed.
- Unless the game is set in a Post-Gauda Prime setting, the question of continuity with future events will come up sooner or later. What happens if one of the characters dies? Do you let Blake die one year before the events of ***Star One*** or not? This problem can be partially avoided by using a Post-Gauda Prime setting (q.v. **The Setting**) or by running the game as a one-off.
- Players really need to be very familiar with the programme or characters may be portrayed inaccurately, jarring with those players who are familiar with the programme. A bit of patience and understanding on the part of hardened ***Blake's 7*** fans will be needed.

While it does require more work on the part of the referee and players, and is probably best suited to one-off games with experienced players who are very familiar with the programme, done correctly, a game using programme characters can come close to recreating the feeling you get from watching an episode or reading a good fanzine story.

Pre-Generated Characters

The referee generates a set of characters and the players select one each. Doing the character generation beforehand means play can start straight away and the continuity problems with using programme characters are avoided. The referee can also ensure that the characters fit together well and form a balanced group. The programme characters are a good example of such a balanced group (E.g. Avon the electronics and computer expert, Jenna the pilot, Vila the thief, etc.)

There will still be a problem with players who do not like playing characters they have not created themselves, however.

Player-Generated Characters

The players create their own characters. This ensures the players get the type of character they want to play. As with using pre-generated characters, there are fewer continuity problems.

However, character generation can be time-consuming. Expect a large proportion of the first session of play to be taken up with generating characters, especially if the players are not familiar with the rules. In addition, if the players decide they all want to play very similar sorts of character, the group may find itself unbalanced and lacking some important skills. The players may need some guidance from the referee to ensure a balanced group of characters is formed. As with pre-generated characters, the programme characters can be used as a good example of a well-rounded, balanced group.

Starting Equipment

A PC's starting equipment is totally dependent on the situation at the start of the game and will therefore have to be determined by the referee. For example, a game starting with the PCs as convicts on a Civil Administration prison ship will have virtually nothing whereas, in a game featuring the crew of the Liberator, the PCs will have access to vast resources: massive wealth, fully-equipped medical facilities, a teleport system, not to mention one of the most sophisticated ships known to man, and so on.

The Setting

Over the course of the series, the background setting developed considerably. The time period the game is to be set in will affect the nature of the setting. The main phases in the development of the programme's background are described below, as are the chief concerns of the programme characters.

Pre-Star One

The Federation is expanding, although not rapidly. It is, however, at the peak of its power with Space Command at full strength. Discontent is simmering throughout the Federation but is largely kept in check by the military.

The power of the Federation during this period dominates any campaign set in it. Such a campaign is likely to concentrate on attacks on the Federation. While this gives the PCs something to focus on, the strength of the Federation limits scope for scenarios on other themes.

> • It's time we really hurt the Federation. Oh, we've been hitting at the fingers, the arms. I want to hit at the heart. And the heart of the Federation is Earth.
>
> • *Blake, Pressure Point.*

Programme characters: After taking control of the *Liberator*, Blake immediately began to strike back at the Federation, chiefly by carrying out acts of sabotage. Among Blake's other objectives were obtaining access to Federation ciphers and, towards the end of the second series, an increasing obsession with finding and destroying Star One, the Federation's secret central computer facility. The search evetually ended with *Liberator* defending Star One from an intergalactic invasion from Andromeda.

Contraction

In the aftermath of the Intergalactic War, the Federation has contracted to more defensible borders. Space Command is reeling from the losses it suffered in repelling the Andromedan invasion. However, although greatly weakened, the Federation is still very powerful and just as oppressive for the worlds it still controls.

As the Federation is no longer as pervasive, there is more scope for scenarios unrelated to conflict with the Federation. However, this also removes a useful focus for the PCs' attentions. In the third series, the *Liberator* crew occasionally seemed to drift without purpose. Care has to be taken that a campaign set in this period does not do the same.

Programme characters: With Blake missing and the Federation in tatters, the third series focused less on the struggle against the Federation and perhaps more on the characters themselves (**E.g.** ***Sarcophagus, City at the Edge of the World, Rumours of Death, Deathwatch***).

Renewed Expansion

The Federation is rebuilding and expanding back to its former size, forcing worlds abandoned after the Intergalactic War back into the Federation. The Federation's Pacification Programme forms an important part of the background.

In this setting, the Federation is still not as powerful as it is in the pre-Star One setting but it is much more aggressive as it expands to re-conquer its former territories. The campaign is likely to be faster-paced as the Federation's new growth has to be checked before it regains its former power.

- **Vila:** Blake would have been proud of you, you know.
  Avon: I know, but, then, he never was very bright.
  Traitor.

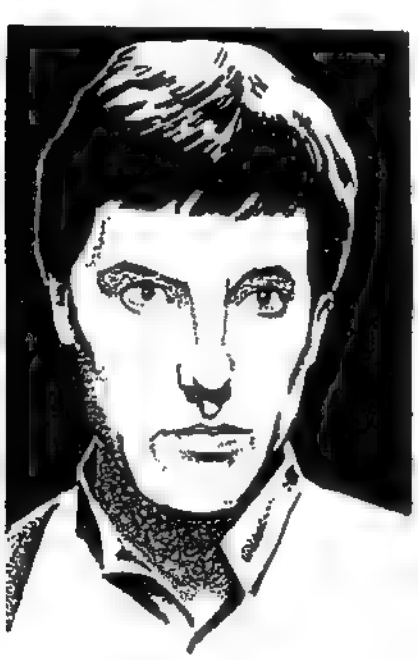
Programme characters: With the *Liberator* destroyed and the Federation rapidly expanding once more, Avon started a search for allies and technological advantages to fight back against the Federation. Mostly, these efforts were at least partial failures and the final series had a strong sense of impending doom hanging over it, culminating in the final shoot-out in ***Blake***.

Post-Gauda Prime

Carrying on from where ***Blake*** ended. Avon has shot Blake and the other characters have in turn been shot down by Federation troopers. This setting is most likely to be used with programme characters, although the PCs could be some of Blake's other recruits attempting to escape the Federation assault on his base.

Some questions to consider include: Who survived? Did they survive because the Federation troopers were using non-lethal weapons (A favourite plot device) or are several of the characters dead and the survivors seriously wounded? Whatever is decided, the PCs will almost certainly start off as prisoners or on the run, hotly pursued.

One important advantage of a Post-Gauda Prime setting is that only past continuity has to be maintained. However, the referee will also have to do a fair bit of extrapolating from the background setting at the time of ***Blake***.



Optional Rules

The optional rules are intended to provide additional detail or realism. However, each one used will mean a bit more work or dice-rolling while playing, slowing the pace of the game down. Before starting the game, the referee should decide which, if any, optional rules are to be used, preferably after consulting the players.

To begin with, a novice referee should keep the number of optional rules used down to a minimum until he has had time to get used to the game system. Optional rules can be introduced at a later stage but, if this is done, it is vital that the players be so informed.

Of the optional rules themselves, the hit location rules are particularly strongly recommended. The stress rules are also recommended for campaigns. Psionic PCs do not add greatly to the complexity of the game but are considered optional because of the rarity of psionics.

Scenario Design

While the exact outcome of the scenario is (or should be) largely determined by the PCs' actions, the referee is responsible for establishing the framework of the adventure. In many ways, designing a scenario is like writing a piece of fiction. The chief differences are that a scenario will not be as complete as a piece of fiction and that a scenario also has to allow for alternative plot developments and outcomes, since the main characters' actions are yet to take place.

While fully describing how to write a RPG scenario in the space available is not possible, a few rough guidelines are given below:

One of the most important elements in a scenario is its plot. The writer should establish clearly what the situation at the start of the scenario is, how the PCs will become involved (A very important consideration), what the PCs' objectives and what they can accomplish are (The two may not necessarily coincide...), the settings and locations in which the scenario will take place and the obstacles and problems the PCs will face.

In a campaign, the writer will also need to establish how the scenario fits in with the rest of the campaign, both with past and future events. The question of how the PCs are to become involved is even more important here. The writer may also wish to include clues, hints, information or other loose ends or hanging plot elements to tie the scenario to the next in the campaign

> • In fact, creating an illusion of reality is quite simple.
> • *Dr Havant, The Way Back.*

- *Example*. Travis' comments about Star One in *Pressure Point* led Blake to search for Space Major Provine in *Countdown* who in turn directed Blake to Docholli in *Gambit* who then told Blake that the cybersurgeon Lurgen knew Star One's location, leading into *The Keeper*. Once armed with the knowledge of Star One's location, Blake and the crew of the *Liberator* were propelled into the events of *Star One*.

Just as important are the NPCs in the scenario. The main characters in the scenario should have properly developed and believable personalities, motivations, and objectives. Their relationship and interactions with the PCs (Enemies, allies, sources of information, go-betweens, etc.) should also be clearly established. NPCs who are central to a campaign and have appeared in previous scenarios in the past should be recognisably the same characters.

Then, there is the background environment. The scenario should be consistent with the background to *Blake's 7* as portrayed in the programme, unless the game is using an *alternative universe* setting. After all, recreating the *Blake's 7* setting would be one of the primary reasons for using this particular game system rather than any other set of science-fiction RPG rules. The best reference material is, of course, videos of the episodes themselves. The information in the RPG **Sourcebook**, the **Programme Guide** and the **Horizon Blake's 7 Technical Manual** will also help to keep the background details accurate.

While there is no reason why a scenario should not explore facets of the background the programme never examined, deviations from the established background will almost certainly be noticed by players. While they might be prepared to let an inconsistency in an episode slide, with a referee sitting just across the table from them, awkward questions are likely to be asked. Quite apart from possibly embarrassing the referee, inconsistencies and questions about them will jolt the players back to reality, disrupting their suspension of disbelief and the flow of the game itself.

Refereeing Guidelines

Description

The PCs depend on the referee to describe their surroundings and the effects of their actions to them. Everything the PCs learn about their world is conveyed to them by the referee. Thus, the referee's imagination and descriptions are critical in bringing the rules and game to life, recreating the universe of ***Blake's 7***. The following rules of thumb may prove useful when describing a scene to the PCs.

- When describing something to the PCs, try to conjure up vivid images and emphasise the things that stand out.
- On the other hand, try not to make the description overly detailed. Concentrate on conveying impressions and let the PCs ask for more details, if they want them. Rather than spoon-feeding them all the information, give the PCs just enough to arouse their curiosity and encourage them to explore their environment further.
- Use all the senses. As well as what they see, tell the PCs what they can hear, smell, feel or even taste, where appropriate!
- Describe the strongest and most vivid impressions first: Describe the first thing the PCs will notice first.

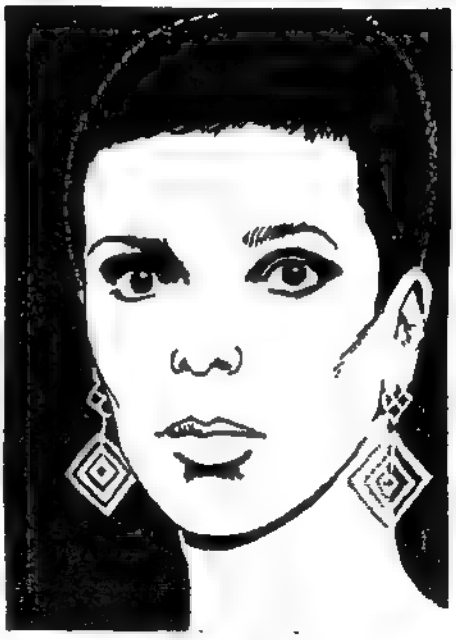
- **Tarrant:** What is it?
  Dayna: It's a volcano.
  - ***Volcano.***

Preparation and Improvisation

The importance of being prepared for a game cannot be overstated. The referee needs to be familiar with the plot, characters and background of the scenario, as well as the rules themselves. It is also important to think about how to present the scenario to the players and to try to anticipate their actions and reactions.

Having said that, players being as ingenious or downright unpredictable as they are, the referee will inevitably find himself in an unexpected situation and have to improvise. Players will try unusual actions not covered by the rules or go off in a completely unexpected direction.

When this happens, the referee has to be able to improvise a rules decision on the spot (Fairly easy with the application of a bit of common sense) or start creating new elements of the scenario (More difficult). Whatever happens, the referee must always try to keep the game moving and not let things come to a halt because he cannot decide what to do next. Ideally, the players should never know they have done something the referee did not anticipate.



Applying the Rules

While it would be ideal for a referee to know the game system and each and every rule off by heart, this is an unrealistic expectation. Instead, the referee should aim to be familiar with the main elements of the game system and know where to find the less common rules and details quickly.

Even then, bear in mind that the rules are not supposed to be a straitjacket for the referee but, rather, to make his job easier by relieving him of having to decide how to resolve each and every routine event. If a rule seems inappropriate in a particular situation, the referee should feel free to disregard it, use his judgement and make a decision of his own.

The referee is responsible for applying the game rules. His decisions decide the course of the game. Inevitably, a player will dispute a decision. When this happens, the referee should let the player make a reasonable argument but, ultimately, the referee must have the final decision. The most important thing to remember is to be **firm but fair**.

Hints and Tips

The following are a set of short, quick-and-dirty rules of thumb to help a referee in keeping a game running smoothly.

1. Keep Things Moving. Do not let things start to flag. If players are taking too long conferring or are unable to agree, nothing focuses their minds quite like a hint of danger or having events force their hands one way or the other.
2. A good way to keep players guessing or wondering what's coming up next is to either start rolling dice, make notes or ask to see their characters' sheets but without giving any reasons. In fact, anything which will induce a bit of paranoia in them.
3. Do not be too helpful. Littering your descriptions with words like *"seems"* or *"appears"* will at least

- **Avon:** If Orac has a fault, it is a tendency to give more information than is requested.
  Vila: Or less information than requested.
  Avon: But seldom just the information that is requested.
  · *Orbit.*

get players thinking. So, rather than saying *"The room is empty"*, saying *"The room seems empty"* or *"As far as you can tell, it's empty"* could be better.

4. Remember that NPCs are not just pieces of paper. They are characters with whom the players will probably want to converse in the first person. Instead of saying *"The trooper orders you to move along"*, try *"The trooper snarls: 'Move along!'"*.
5. NPCs should also be seen as a useful refereeing tool for directing events. You control them, so they will do what you want, including what the PCs fail to do, be it because they are too intelligent, too stupid, or just fail die rolls.
6. Killing the PCs off too quickly or arbitrarily can make you unpopular. If you really need cannon fodder, use NPCs. However, this does not mean that PCs should not get injured or killed sometimes, just that when it happens, it should be at least partially the player's own fault.
7. Try to keep two steps ahead of the PCs but allow them to follow their own course of action. In other words, try to anticipate what they will do, rather than forcing them along a pre-defined course.

- You and this nest of rebels are now prisoners of the Federation. Your friend Blake said he couldn't tell anymore who was Federation and who wasn't. He was right. He couldn't!
  - *Arlen, Blake.*

13 EQUIPMENT

- Avon's gadget works!
- *Vila, Trial.*

Overview

This section contains a series of descriptions of weapons and other items of equipment which may be encountered in the course of the game. For many items, the description given should be regarded as being that of a typical example. Similar items can and will vary (E.g. an axe might perhaps inflict more damage but be heavier than the exampled described here). In addition, no prices are listed for any of these items as the price a character can expect to pay is highly variable, and dependent on the character's circumstances (E.g. a blaster pistol is almost certainly going to be easier and cheaper to buy on, say, an open planet than on Earth in the middle of a dome city).

Weapons

Each weapon listed has a set of statistics which are explained below. Some weapons will lack one or more of these statistics.

- **Range**: Close range for the weapon. Medium range is twice close range and long range is three times close range.
- **ROF**: Rate of fire. The number of times the weapon may be fired in a phase.
- **Shots**: The maximum number of shots the weapon may fire before it must be reloaded.
- **Dam**: The amount of damage inflicted by a hit.
- **Blast**: Blast radius of the explosion caused by the weapon.
- **Weight**: Weight of the weapon, in kilograms.

Personal Firearms

Amagon Gas Gun

The Amagon gas gun is designed to spray a cloud of gas, held in a cylinder mounted on the underside of the weapon, at short ranges. The short range of the weapon means that the firer generally needs to wear a protective filter mask to avoid the effects of the gas. The Amagons typically use a sleep gas for taking live prisoners.

Range: 1.5m, ROF: 1, Shots: 15, Dam: As gas, Weight: 3.5kg.

Clip Gun

The clip gun is a complex, versatile multipurpose weapon system developed by Dorian. The basic gun itself resembles a normal handgun. The clips are the innovative feature. The gun is capable of accepting a range of different clips, including the following: plasma bullet (The most commonly used), laser, percussion shell, micro-grenade, stun and drug. Statistics for each of these are listed below.

Drug. Range: 15m, ROF: 1, Shots: 15, Dam: As per drug or poison fired, Weight: 1.5kg.

Laser. Range: 15m, ROF: 1, Shots: 30, Dam: 2d6, Weight: 1.5kg.

Micro grenade. Range: 15m, ROF: 1, Shots: 6, Dam: 2d6, Blast: 0.5m, Weight: 1.5kg.

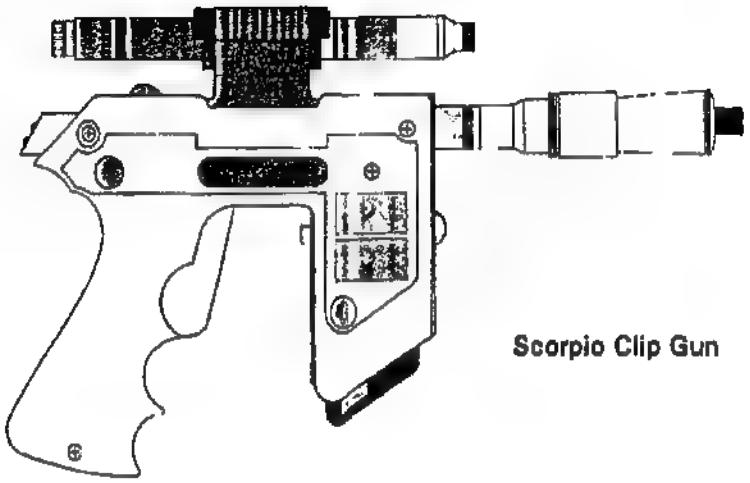
Percussion shell. Range: 10m, ROF: 3, Shots: 15, Dam: 1d6+3, Weight: 1.5kg.

Plasma bullet. Range: 10m, ROF: 1, Shots: 30, Dam: 2d10, Weight: 1.5kg.

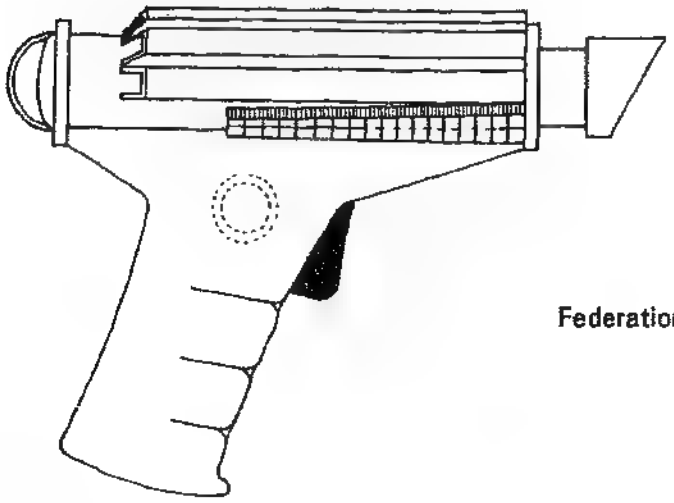
Stun. Range: 15m, ROF: 1, Shots: 30, Dam: Special, Weight: 1.5kg. Damage is 1d3. In addition, the target must succeed in a RTN END task or be knocked **unconscious** (q.v. **Wound Effects** in Section 5, **Personal Combat**).

Federation Hand Blaster

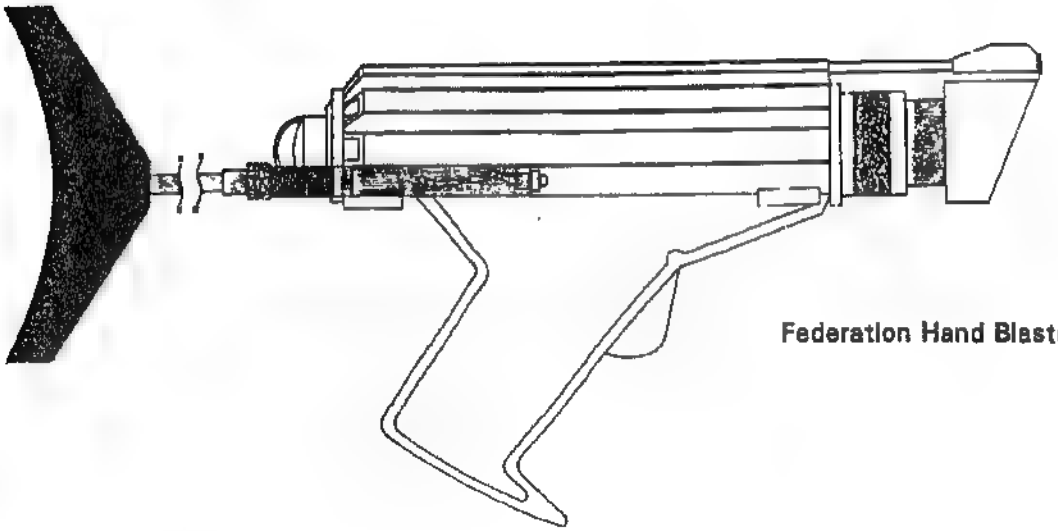
The standard-issue Federation infantry weapon. The weapon is powered by a cartridge inserted into the rear of the weapon, just above the stock. A non-lethal variant was also developed but has never been generally issued.



Scorpio Clip Gun



Federation Blaster Pistol



Federation Hand Blaster

Range: 20m, ROF: 1, Shots: 30, Dam: 2d10, Weight: 3kg.

Non-lethal variant: Statistics as above but damage is 2d3.

Federation Blaster Pistol

Issued to Federation officers as the standard-issue sidearm. The weapon is powered by a cartridge inserted into the rear of the weapon.

Range: 10m, ROF: 1, Shots: 30, Dam: 2d6, Weight: 1kg.

IMIPAK

IMIPAK (Short for Induced Molecular Instability Projector and Key) is a unique weapon developed by the renegade Federation weapons technician Coser shortly before his death. IMIPAK is a system made up of two main components. The projector, a rifle-like device, marks a target with unstable molecules while the key transmits a signal which completes the destabilisation, destroying the target. The key signal can be transmitted at any time after the target has been marked and its range is limited only by the power of the transmitter.

Range: 20m (Projector), ROF: 1, Shots: 20, Dam: 1d100 (After signal is transmitted), Weight: 3kg (Projector) and 1kg (Key).

Lazeron Destroyer

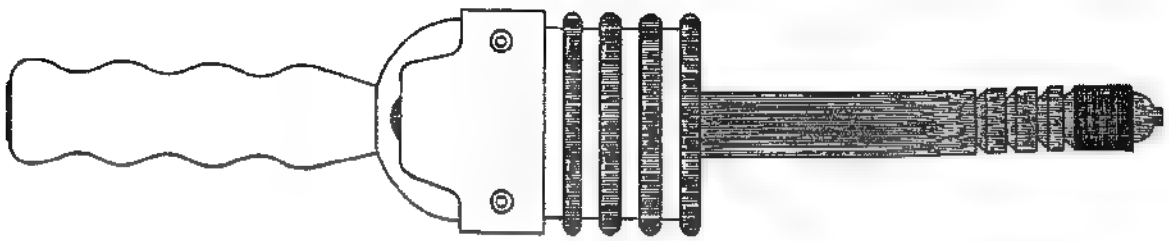
A new development from the Federation's weapons development laboratories, the lazeron destroyer is a more powerful, compact form of blaster. It is small enough to be built into and concealed in, for example, a bionic replacement arm. The lazeron destroyer can be recognised by a distinctive large yellow crystal that acts as a focus for the weapon.

Range: 10m, ROF: 1, Shots: 10, Dam: 2d10, Weight: 1kg.

Liberator Handgun

The standard sidearm aboard the Liberator and, presumably, other System Deep Space Vessels. Despite its size and apparent fragility, it is an extremely powerful weapon. The weapon consists of a rod-like gun part, connected to a power pack by a length of coiled cable which is usually worn on a belt along with a holster.

Range: 15m, ROF: 2, Shots: 50, Dam: 2d10, Weight: 1kg.



Liberator Handgun

System Handgun

This is essentially a larger and more versatile version of the Liberator handgun. As with the Liberator handgun, the power pack and rod-like weapon are connected by a length of coiled cable. In addition to functioning normally as a blaster, the weapon is capable of inflicting pain on contact with an enemy in order to subdue him and of being set to stun, instead of kill, a target.

The level of pain to be inflicted can be set at any one of seven levels. To use the pain-inflicting function, the target must be hit as normal for melee combat. The victim must then succeed in a DIF WIL task (-5% per level of pain selected) or be completely helpless for 1d6 phases afterwards. The victim also suffers 1 point of damage per level of pain selected. Each use or attempted use of the weapon in this manner drains the power pack by a number of shots equal to the pain level selected.

If the stun setting is used, when hit, the target must succeed in a RTN END task or be knocked **unconscious** (q.v. **Wound Effects** in Section 5, **Personal Combat**). The target also suffers 1d3 points of damage.

Range: 15m, ROF: 2, Shots: 50, Dam: 2d10 or special (q.v. above), Weight: 2kg.

Heavy Weapons

Laser Cannon

A field weapon, the laser cannon is normally mounted on a tripod and used to provide battlefield fire support. Its blast radius makes it unsuitable for use in confined spaces.

Range: 100m, ROF: 1, Shots: 20, Dam: 1d100, Blast: 5m, Weight: 50kg.

Tachyon Funnel

The tachyon funnel is a supremely powerful weapon developed by the scientists Egrorian and Pinder during their exile on Malodaar. Based on the theory of parallel matter, the tachyon funnel projects a stream of tachyons which has an effectively unlimited range and is capable of being set to destroy any target. If it can be targeted, it can be destroyed. The only known example of a tachyon funnel is believed to have been destroyed on Malodaar.

Range: Effectively infinite, ROF: 1, Dam: Instant destruction of target, Weight: 1000kg.

Melee Weapons

Axe

Dam: 2d6+6, Weight: 4kg.

Club

Dam: 1d6+2, Weight: 2kg.

Heliofusion Rod

The heliofusion rod is actually a torch-like, domestic cutting tool that emits a very short range beam (i.e. melee ranges only). High power requirements mean that it is connected by a coiled cable to a power source, limiting its portability

Dam: 3d6, Weight: 1.5kg (Of rod only).

Knife

Dam: 1d6+2, Weight: 0.3kg.

Laser Knife

The laser knife is a cutting tool using a very short range laser for a cutting edge. It is in effect, a larger, heavier, more powerful and less precise laser probe.

Dam: 1d10+6, Weight: 1kg.

Laser Probe

The laser probe is really a tool used for precision electronic work and maintenance but the short range laser projected makes it useful as a hand-to-hand weapon of last resort. Its neatness and precision also makes it a favoured instrument of torture by the Federation's Interrogation Division.

Dam: 1d6, Weight: 0.5kg.

Spear

The spear can be used either as a thrusting melee weapon or a thrown weapon.

Dam: 1d10, Weight: 2kg.

Sword

Dam: 3d6, Weight: 3kg.

Projectile Weapons

Bow

ROF: 1 + 2 phases to reload an arrow, Range: 10m, Dam: 1d6+2, Weight: 1kg.

Horizon Blowpipe

The blowpipe is used to propel a small dart. The dart itself causes no injury but is normally coated with some sort of poison. On Horizon, the two most commonly used are a sleep or death serum.

ROF: 1 + 3 phases to reload a dart, Range: 4m, Dam: Special, Weight: 1kg.

Mecronian Throwing Knife

The Mecronian throwing knife is a light, triangular blade designed solely for throwing. These throwing blades are wielded with deadly effectiveness by the natives of Mecron 2.

Dam: 1d6, Weight: 0.1kg.

Spear

The spear can be used either as a thrusting melee weapon or a thrown weapon.

Dam: 1d10, Weight: 2kg.

Explosives

Demolition Charge

The demolition charge described here is a typical example. The charge is a disc about 15cm across and 5cm deep with an adhesive patch so it can be fixed to any flat surface. The top of the charge has a recessed switch for setting the time to detonation.

Dam: 5d6, Blast: 1.0m, Weight: 1.5kg.

Strontium Grenade

The standard-issue Federation hand grenade, the strontium grenade is a small, compact black cylinder.

Dam: 3d6, Blast: 3.0m, Weight: 0.5kg.

Miscellaneous Equipment

Amagon Slave Collar

A device used by the Amagons to keep prisoners in line. The collar contains a small explosive charge and is placed around the prisoner's neck. The charge can be set off by forcing the collar lock or by a microwave beam transmitter. Either will cause the charge to detonate, instantly decapitating the wearer. Removing the collar without the correct key is a VDF Security Systems task.

Weight: 0.2kg.

Artificial Telepathic Transmitter

An Auron device developed to enable artificial telepathic transmission over interstellar distances. Shortly before completion, two scientists in the Auron project group disappeared and it is thought that they may have sold details of the transmitter to the Federation. The transmitter's built-in power supply is sufficient for use at up to near range (q.v. Section 8, **Psionics**). At greater ranges, an external power source is required. In addition to straightforward telepathic transmission, the unit has been used to project both hypnotic tones and commands to reinstate Blake's mental conditioning and, thus, control him.

Weight: 1kg.

Bionic Limbs

Prostethic replacements for limbs lost through injury. A bionic replacement limb is capable of doing anything the original could, but with less finesse and subtlety. They can be modified to contain hidden compartments, equipment or even weapons such as blades or lazeron destroyers. A limb can also be used as a club in combat.

Bionic limbs are dependent on built-in power supplies. If the limb is no longer functioning, after 1d6 hours, the owner will begin to suffer 1 point of damage each hour until the limb is repaired or the owner is dead. For the purposes of combat, a bionic limb has 10 hit points. A bionic limb that is reduced to 0 or fewer hit points is no longer functioning.

Fitting a bionic limb requires a trained cybersurgeon (Successful Electronics, Computer Science and Surgery tasks) and a fully equipped surgical facility. Limbs can be removed for ease of maintenance and repair.

Cryogenic Capsule

Used to preserve the bodies of the dead or dying so that they may be revived at a later date, hopefully when better medical facilities are available. Correctly placing a dead or dying person in a capsule is a RTN Medical task. Reviving a dying (q.v. **Wound Effects** in Section 6, **Wounds and Injuries**) patient is a RTN Medical task. Reviving a dead patient (q.v. **Wound Effects** in Section 6, **Wounds and Injuries**) patient is a RTN Medical task, made one level more difficult for each two minutes between the patient's death and

getting him into the capsule. A revived patient is considered to be dying and thus requires immediate medical attention.

Weight: 500kg.

Disorienter

A torture device used by Federation interrogators. The disorienter uses stroboscopic light pulses to disorient the victim and induce dizziness. The output level of the disorienter is variable. Higher output levels make the victim more likely to reveal the required information but are also more likely to kill the victim (+2% DRM to Interrogation tasks and 1d3 points damage each minute to the victim per level used).

Weight: 10kg.

Federation Trooper's Uniform

The standard uniform issued to a Federation trooper consists of a set of black coveralls with a Federation crest over the right breast pocket, a belt and shoulder equipment harness and a protective helmet and mask. Non-commissioned officers and officers are also issued a black, inverted triangular tabard worn over the front of the coveralls as a mark of rank.

The helmet reduces the damage from any head injuries by 1d6 points.

Weight: 1kg.

Personal Communicator

A hand-held short range radio. Issued to all Federation NCOs and officers. Typically, a personal communicator has a range of about 20km.

Weight: 1kg.

Space Suit

A completely sealed, flexible pressure suit with a helmet, oxygen supply and life support, for use in vacuum. Life support and oxygen typically lasts for eight hours.

A space suit reduces damage from injury by 1d6 points but the first hit by a sharp weapon or firearm which actually causes injury to the wearer means the space suit has been breached and is no longer air-tight. Space suits are also very encumbering (Any task carried out in a space suit is automatically one level more difficult).

Weight: 15kg.

Survival Unit

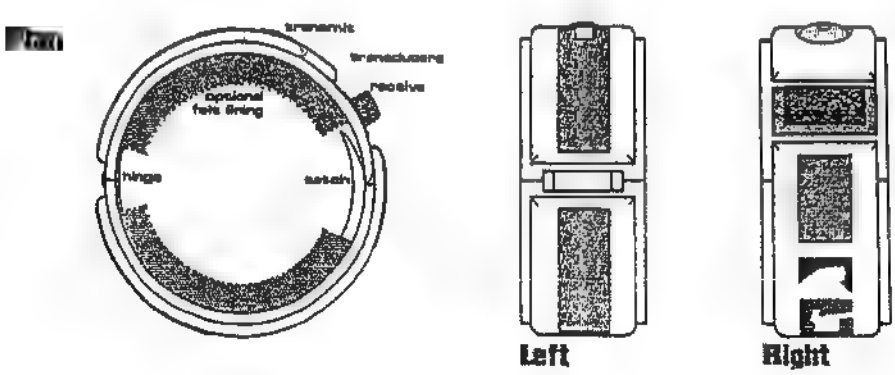
Survival units are standard issue on Federation ships. They provide the best protection from hostile environments short of a space suit. Typically, a survival unit consists of a thermal suit with an oxygen tank and mask, an open protective helmet and a personal communicator.

Weight: 5kg.

Teleport Bracelet

Although of very different designs, the teleport bracelets from both Liberator and Scorpio are similar enough in function to be described together. The teleport bracelet allows the wearer to communicate with his ship or anybody else within range wearing a bracelet (1500 spacials or, basically, planetary orbit). The bracelet also allows the teleport system to locate and retrieve the wearer. The teleport system will not function unless the bracelet is being worn.

Weight: 0.1 kg.



Thermal Suit

A thermal suit consists of a body suit, hood and optional face mask. It incorporates a temperature controller to maintain a stable temperature for the wearer. In general, between 0°C and 50°C, a human can survive without any special equipment or clothing. Between 0°C and -20°C, thermal suits or other cold weather clothing is required to conserve heat. Below -20°C, skin must not be exposed. Below -50°C, heated, airtight suits are required. Above 50°C, a full thermal suit or other sealed, cooled system is required. The power supply for a thermal suit typically lasts 12-16 hours.

Weight: 2kg.

Tranquilliser Pad

A small disk which is placed on a patient's forehead to keep him sedated. Time spent sedated with a tranquilliser pad counts as doubled for the purposes of wound recovery (q.v. **Recovery** in Section 6, **Wounds and Injuries**) but leaves the patient incapable of any activity, mental or physical.

Weight: 0.1kg.

Poisons and Drugs

Amagon Sleep Gas

A dense white gas used by the Amagons to take prisoners alive.

Method The gas is usually fired from a gas gun (q.v. **Amagon Gas Gun**). The gas disperses very rapidly and so does not spread significantly.

Potency 60%.

Full Effect The victim loses consciousness for 3d6 minutes. The victim then suffers the partial effect.

Partial Effect Halve INI for 2d6 minutes.

Horizon Death Serum

A liquid poison extracted from plants and used by the natives of the planet Horizon for killing enemies silently.

Method Insinuation, usually by coating darts fired from a blowpipe.

Potency 65%.

Full Effect The victim dies within 1d6 phases.

Partial Effect The victim loses consciousness for 1d3 hours and suffers 2d6 points of damage. Also, halve INI for 3d6 minutes.

Horizon Sleep Serum

A liquid poison extracted from plants and used by the natives of the planet Horizon to take prisoners alive.

Method Insinuation, usually by coating darts fired from a blowpipe.

Potency 90%.

Full Effect The victim loses consciousness for 1d3 hours and suffers 1d6 points of damage. The victim then suffers the partial effect.

Partial Effect Halve INI for 3d6 minutes.

Pylene-50

Pylene-50 is a chemical control agent derived from a muscle relaxant developed by the Federation scientist, Forbus. Used in dosages approximately 100 times greater than that required for medicinal purposes, Pylene-50 subverts the human will and blocks the production of adrenaline, making the victim suggestible, obedient and ready to accept orders. Pylene-50 has been adopted by the Federation's Pacification Police and used to swiftly overrun a succession of planets. The agent's chief limitation is that it only remains stable for a few days and so generally has to be manufactured on the planet on which it is to be used. Forbus also developed an antidote which completely blocks the effects of Pylene-50 but does not reverse them.

Method Pylene-50 can be used in two ways: Injected by medical laser or by dissolving it in the water supply. The Federation normally uses the former method in an invasion of pacification and the latter to maintain control after the population has been subdued.

Potency Laser-injected: 90%. Water solution: 60%.

Full Effect The victim's INI and WIL immediately drop to 1 and the victim will accept and obey any orders given to him. The effects last for 1d3 days, then the victim suffers the partial effect.

Partial Effect Halve INI and WIL for 2d6 hours.

Shadow

A highly potent, addictive and ultimately deadly narcotic, Shadow has been described by the President of the Federation as the *"greatest single threat to the welfare of mankind"*. It is the foundation of the power of the Terra Nostra criminal organisation and its biggest revenue earner. Conviction of trafficking in Shadow carries a mandatory death sentence within the Federation.

The drug itself is a clear amber liquid derived from the alien Moon Disc cactus which is native to the planet Zondar. Shadow is so named because of the Moon Disc's ability to move out of Zondar's bright sun light into shadows.

Method A dose of Shadow consists of only a few drops of the liquid which must be drunk.

Addictiveness 90%.

Effect Shadow is an extremely potent opiate. For 1d6 hours, the user will be in a dreamlike haze, completely oblivious to his surroundings. For this reason, Shadow addicts are often called Dreamheads.

Long Term Effects Each month, a Shadow addict must succeed in a secret RTN END task or die within the next month.

Withdrawal Effects For each 24 hours an addict does not receive a dose of Shadow, he must succeed in a Secret DIF END task or die within 1d3 hours in helpless, terrified agony.

Soma and Adrenaline

Taken for much the same reasons as alcohol. It can also be used as a sedative to alleviate the effects of over-stress or fatigue shock.

Method Soma and Adrenaline is a liquid which must be drunk.

Addictiveness 30%.

Effect The consumer losses 1d3 Stress per dose drunk. INI is also reduced by 1 for 1d3 hours.

Long Term Effects Each month after becoming addicted, the character must succeed in a RTN END task or permanently lose 1 point each from DEX, INI, WIL and REA.

Withdrawal Effects All physical attributes are halved.

Sona Vapour

A suppressant gas with a sickly-sweet smell.

Method Sona vapour has to be inhaled for it to take effect.

Potency 40%.

Full Effect The victim loses consciousness for the duration of exposure and 1d10 minutes afterwards. The victim's INI is halved for 3d6 minutes afterwards.

Partial Effect -1 to INI for every minute of exposure. However, INI may not be decreased to less than half. The effects persist for 1d10 minutes after exposure ends.

Tincture of Pyrhennic

An extract of Pamporanian fungi, tincture of pyrhennic is a slow and painful agent which cripples and, eventually, kills agonisingly. An antidote is available which prevents the poison from spreading further in the body if taken regularly but does not reverse its effects.

Method Ingested or injected.

Potency 40%.

Full Effect Each day the victim succumbs to the poison, he is further paralysed, starting with the hands and feet, then the lower legs and forearms, then the rest of the arms and legs and the neck. The next failure results in an agonising death.

Partial Effect All tasks are one level more difficult due to the pain of pyrhennic poisoning.

14 SCENARIOS

- Good, terrific... I'm really looking forward to this. Danger, excitement, sudden death. I can't wait.
- *Vila, Countdown.*

WARNING: PLAYERS SHOULD NOT READ ANY FURTHER IN THIS SECTION IN ORDER TO PRESERVE THE ELEMENT OF SURPRISE

Overview

This section contains a couple of sample outline scenarios. *Escape* and *Overrun* are skeleton outlines, suitable for starting a campaign using player generated characters. They have been left as outlines so they can be easily customised to fit the PCs. Examples of how they can be expanded into scenarios are given.

ESCAPE

The PCs are on a convict ship en route to Cygnus Alpha or some other penal colony. *Escape* closely parallels the episode *Spacefall*, being also set on a convict ship transporting prisoners to a penal colony. It is, however, a good starting point for a campaign and a convenient way to mix characters from disparate backgrounds who would not normally mix together.

Characters

The PCs will almost certainly be convicts, in which case, before play starts, they will need to answer a number of questions:

- Are they criminals, dissidents or some other form of offender?
- What did they do to warrant being transported?
- How were they caught?
- Did any of them know each other before being convicted?

For example, one character in a playtest game was a cybersurgeon. He started supplying rebel Outsiders with medical supplies and treating their wounded. The missing medical supplies were noticed and he was arrested. However, he convinced Security that he was merely black marketeering, resulting in a sentence of transportation to Cygnus Alpha, not execution.

Apart from being convicted criminals, another possibility is to have one or two PCs in the crew of the transport. In playtesting, one player created a Federation trooper on the run from Security. He managed to arrange a transfer on to the convict ship just as Security were about to arrest him. He therefore needed to arrange to escape from the ship before it returned to Earth, which is where the other PCs came in: He needed their help to hijack the ship.

The players may wish to discuss their backgrounds with each other and the referee. This should be encouraged to ensure a well balanced group of characters that complement each other.

The Ship

The PCs are being transported on a Class 16 convict transport. Floorplans for the ship can be found in the Technical Manual. The referee will need to generate some of the other characters on the ship. The crew consists of the following:

- The ship's commander, typically of rank Commander.
- His deputy, typically a Subcommander.
- The navigator, a junior officer, a Lieutenant, perhaps.
- Technicians (2-3).

- Crewmen, doubling as guards (6-8).

It would be a lot of work to fully detail each crew member. Instead, the referee should generate the officers and perhaps one or two from the rest of the crew (Names, personalities, backgrounds). The rest can be left as faceless extras for now.

As well as the crew, there are the PCs' fellow convicts. Again, rather than trying to turn all the other convicts into detailed NPCs, it will be sufficient to just generate a handful. The same sort of questions that players need to think about will also be useful for generating the convicts.

The Journey

The long, 8 month journey to Cygnus Alpha can be used to provide opportunities for players to role-play their characters: to explore and get into the feel and atmosphere of the game. The referee should stage a few encounters to set the tone of the game (E.g. Raiker's speech to the prisoners in *Spacefall* is a very good example), to allow the PCs to introduce themselves to each other, sit and plot, to explore their new environment: examine the parts of the ship they are confined to, talk to their guards, etc.

The Catalyst

At some point, the PCs will start hatching escape plans, as it's pretty unlikely any of them actually want to go to Cygnus Alpha. The referee should provide them with a suitable catalyst for their escape attempt: Something to distract their guards' attention and give them their opportunity.

In *Spacefall*, it was a space battle which left the crew distracted enough for Blake to lead his abortive mutiny. Other possibilities include attack by another ship (Amagon pirates, perhaps, or an Andromedan warship, if the game is set around the time of the Intergalactic War), some sort of fire, asteroid collision, or other accident on the ship.

Example

The following is an example of how the outline above was fleshed out. The resulting scenario was used in a very early test game. The game opened with the PCs as prisoners aboard the Civil Administration Ship *Calcutta*, en route to Cygnus Alpha. The scenario is set right in the middle of the Intergalactic War. The plans for a Class 16 Convict Ship from the Technical Manual are invaluable in running this scenario, which basically allows the PCs to plan and execute a mutiny, get used to the combat system and gain control of a ship, albeit a distinctly ropey one...

To begin with, the PCs will note the increasingly frequent and powerful shockwaves hitting the ship. PCs with a space/military background may identify them as being typical of large space battles (Ships' Tactics or Gunnery tasks). They may also notice the ship is maneouvring, frequently, altering course (PCs making Stardrive Operations tasks will notice this from the changes in the drive's hum, or PCs making Navigation tasks from the way the stars visible from the portholes are changing, etc.). As the guards finish their spell of duty, the PCs may notice that their replacements are rather nervous (Psychology task).

All this should alert the PCs that something is up and to start planning a mutiny. It should also cause them to stop eating and drinking to avoid the effects of the tranquilizers in them. Otherwise, when the mutiny starts, they will be suffering adverse INI and DEX effects.

What is actually happening is that *Calcutta* has found itself on the edge of a major engagement between the Federation and the Andromedans. The tide of the battle is drifting towards the ship. *Calcutta* is desperately maneouvring to avoid the battle but lacks the speed to do so. At some point, the Andromedans launch a concerted attack. Two raiders break through the Federation lines and start searching for targets: They find the *Calcutta* and attack. The assault will damage *Calcutta* considerably and, more importantly, at least one of the guards on duty in the convict area will be injured when the hull is hit, giving the PCs a chance to start their breakout.

As the characters attempt to fight their way to the bridge, the Andromedans will be intercepted by a wing of pursuit ships. The Calcutta will still be hit occasionally but the barrage will slacken as the Andromedans turn to face the pursuit ships. To keep things down to manageable levels later on, the referee will probably want to arrange for large numbers of convicts to be killed in the fighting or perhaps by a hull breach...

Assuming the PCs succeed in seizing control of the bridge, the progress of the battle can be described to them from detector readings (Detector Operations). The detectors will also allow the PCs to follow the course of the main battle. The horrifically high rate at which both Federation and Andromedan ships are

being destroyed should be emphasized as should the fact that the density of ships in the battle area is clearly decreasing before their very eyes.

The Andromedan raiders will eventually be destroyed but not before taking a heavy toll on the Federation formation. The leader of the surviving Federation pursuit ships will then hail *Calcutta*. The PCs will have to bluff their way through this and persuade the Federation ships that they do not need an escort to the nearest Federation base.

By this stage, the PCs should find themselves in command of a severely damaged convict ship but they are now free. However, apart from the damage to the ship, they will have several other problems. They will have to manage relations with their fellow convicts, whom they may not trust entirely. There is also what to do about any Federation prisoners they have taken. Finally, what are their plans for the future?

As originally written, the actual Andromedan attack was supposed to be the trigger for the take-over attempt: A blaster strike was to knock one or more of the guards off their feet, giving the PCs a chance to overpower them. As it turned out, one of the PCs wished to play a Federation trooper on the verge of deserting. This allowed the Referee to feed him information about how the battle was drifting towards the *Calcutta* and to describe the Andromedan ships breakaway towards *Calcutta*. Letting him plan the escape of the rest of the PCs also considerably helped the credibility of the escape scenario.

OVERRUN

The PCs are in Blake's base on Gauda Prime just as the events at the end of ***Blake*** take place: Avon's confrontation with Blake, the shooting and the assault on the base by the Federation.

Characters

It is assumed most of the characters will be part of Blake's group. If so, PC background questions to be answered include:

- Why are they there?
- How long have they been there?
- Did Blake recruit them using his bounty hunter cover? If he did, what had they done to get on the Federation's wanted list?
- Were they recruited before they came to Gauda Prime? If not, what brought them to such an unsavoury planet in the first place?

The Base

The Referee will need to draw up plans of at least part of Blake's base. Among the parts worth including will be the main tracking gallery, Deva's control room, living quarters, the flyer hangar, any other exits to the surface and the armoury. A map of the surrounding countryside will also be needed, along with the locations of Federation patrols, ships, flyers or gunships.

Scorpio Crash Site

Blake was aware of *Scorpio*'s wreckage and its significance. He may have ordered a team from his base to secure the site (The PCs, perhaps?). The wreck still holds much of value. Slave has shut down because of lack of power but is otherwise undamaged. It may also be possible to salvage bits of teleport technology or the photonic drive.

Objectives

The PCs first objective has to be to get out of the base alive. Beyond that, they may wish to get to the *Scorpio* crash site and salvage or destroy what they can from it. Gauda Prime is also now an even more unpleasant place to be. Wise PCs will already be thinking about how to get off the planet. Courageous or loyal ones may want to try to rescue their comrades from the Federation.

Programme characters

Players with any sort of knowledge of ***Blake's 7*** will be aware that the crew of *Scorpio* are somewhere in the base. They may try to fight their way to the Main Tracking Gallery. If they do, there are a few more questions the referee needs to consider about what happened to the programme characters.

Are any of them still alive? If so, which ones and how did they survive? A common plot device is that the Federation troopers were using non-lethal weapons which leaves them all alive. On the other hand, the Referee does have a free hand to dispose of any or all of them as he sees fit. For those that do survive, what happens to them next? Surviving characters may be badly injured and will almost certainly be Federation prisoners.

Orac is last seen in a flyer obtaining entry into Blake's base for Avon, Dayna, Soolin and Vila. It is not with them when they encounter Blake, so where is it?

Example

The most obvious variant on the scenario premise is for the players to play the Programme Characters. The questions above become even more important. Indeed, one of the very first games run while developing the game used just this setting. It used the common premise that the Federation troopers were using non-Lethal weapons in the final firefight in ***Blake*** as there were enough players to use all the fourth series Programme Characters

Some considerable time later, the PCs wake to find themselves chained crudely to pipes in a storage room in Blake's base. Any attempts to escape by breaking off lengths of pipe will easily succeed. The entire base seems largely deserted. The few patrols are easily avoided or possibly even overwhelmed.

The reason for the ease of their escape is that Servalan is present at the base and is aware that Orac has not been found. She has concluded that it has been concealed somewhere for safekeeping. She is now observing the PCs' progress through Blake's base using its surveillance cameras, hoping they will lead her to Orac as a faster and easier alternative to handing the PCs over to the Interrogation Division.

The PCs will be allowed to wander largely at will through the base. Assuming the ease of their escape does not make them suspicious, the PCs could be allowed occasional PER tasks to notice that the surveillance cameras are active. Basically, Servalan has set the situation up to encourage the PCs to recover Orac and flee as soon as possible.

If the PCs make their way upwards towards the surface, they will find, apparently lightly-guarded, flyers in the hangar and even a pursuit ship on the surface as further bait. Careful examination of the flyers' and the pursuit ship's control systems (PER, Electronics, Pilot, Vehicle Operation (Air), etc. tasks) will reveal that all have small, remotely-triggered explosive charges planted in them. Not enough to destroy any of them, but enough to render them immobile without major repairs. The PCs are, of course, perfectly entitled to try disarming the charges (Security Systems).

There is one factor that Servalan has failed to allow for. Blake's body has been placed in a suspension capsule, his condition stabilized. The capsule is in the process escorted to the surface by a small detail of troopers when the PCs regain consciousness and make their escape. It should be arranged for the PCs to encounter this detail. Interrogation of the escort detail will reveal that one of them is a medic who has been assigned to eventually escort the capsule to Chenga where it is hoped to have Blake revived in order to bring him to trial (Link to next scenario...).

Ideally, the PCs will, in the course of making their way through Blake's base, realize that something is wrong, that all this is too easy: The base is too empty, too lightly patrolled. However, if at any time it either becomes apparent to Servalan that they realize what is happening, they actually recover Orac, or are about to actually leave the base itself, large numbers of troopers will begin to close in on them.

The PCs' escape is dependant on them realizing they are being set-up, disarming the charges on a vehicle (Preferably the pursuit ship) and then recovering Orac, all without giving away the fact that they realize what is happening. Recovering Blake's body is also another possible major achievement for them.

The PCs should also be aware that Scorpio/Slave's wreckage is on the planet's surface and cannot be left behind for the Federation. A kind hearted referee may wish to have the photonic drive sufficently intact to be salvaged and, after repairs, fitted to their new ship (*Note from Ming: I would have let my PCs do this but they failed to think of the idea and instead, just overflew the wreck and fired a few plasma bolts into it!*).

Name		Class	

Control		Acceleration		Safe cruise speed	
Signature		Deceleration		Emergency speed	

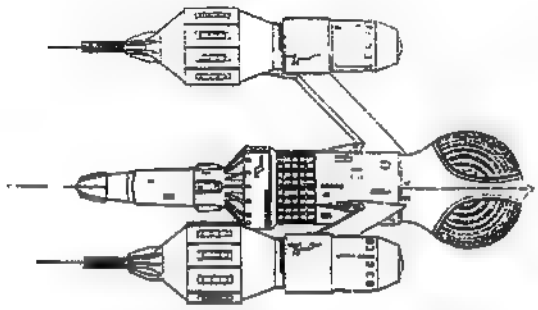
Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP

Hit	System	EP	Damage		Notes

Notes

BLAKE'S 7

ROLE-PLAYING GAME



Name	Liberator	Class	Deep Space Vessel

Control	20	Acceleration	Std by 2	Safe cruise speed	Std by 10
Signature	15	Deceleration	Std by 2	Emergency speed	Std by 12

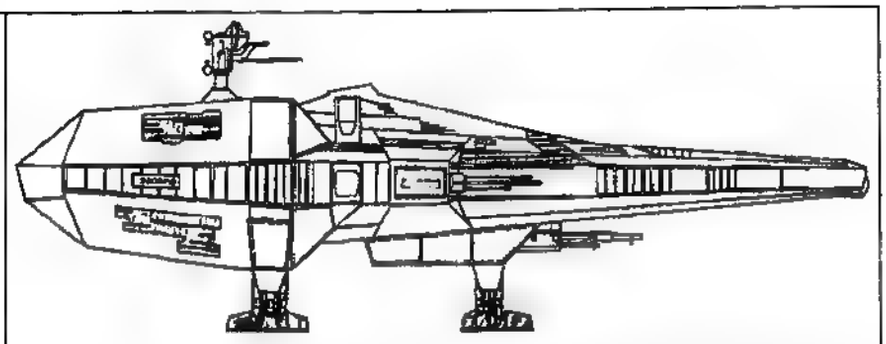
Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP
Std by 0	0	Std by 6	2	Std by 9	5	Std by 12	8		
Std by 1-4	0	Std by 7	3	Std by 10	6				
Std by 5	1	Std by 8	4	Std by 11	7				

Hit	System	EP	Damage		Notes
01-40	Hull	0	50		
41-43	Energy bank 1	0	20		Max cap: 100 EPs
44-46	Energy bank 2	0	20		Max cap: 100 EPs
47-49	Energy bank 3	0	20		Max cap: 100 EPs
50-52	Energy bank 4	0	20		Max cap: 100 EPs
53-55	Energy bank 5	0	20		Max cap: 100 EPs
56-58	Energy bank 6	0	20		Max cap: 100 EPs
59-61	Energy bank 7	0	20		Max cap: 100 EPs
62-63	Forcewall, forward	5	20		Absorbs 3d10 EPs
64-65	Forcewall, aft	5	20		Absorbs 3d10 EPs
66-68	Short range detectors	1	10		Range: 125,000 spacials, Effectiveness: 90%
69-71	Intermediate range detectors	5	10		Range: 250,000 spacials, Effectiveness: 80%
72-74	Long range detectors	10	10		Range: 500,000 spacials, Effectiveness: 70%
75-77	Extra range detectors	40	10		Range: 1,000,000 spacials, Effectiveness: 70%
78-79	Hull sensors	1	15		Effectiveness: 60%
80-81	Neutron blaster 1	25	10		Dam: 3d10+10, Range: 50,000 spacials, ROF: 1, forward quarter
82-83	Neutron blaster 2	25	10		Dam: 3d10+10, Range: 50,000 spacials, ROF: 1, forward quarter
84-85	Neutron blaster 3	25	10		Dam: 3d10+10, Range: 50,000 spacials, ROF: 1, forward quarter
86	Seeker launcher 1	1	10		Dam: 1d10, Range: 20,000 spacials, ROF: 1, Gunnery skill: 25%
87	Seeker launcher 2	1	10		Endurance: 15 phases
88-89	Control	0	20		
90-91	Space drive	0	20		
92-93	Zen	0	10		See notes overleaf
94-95	Communicators	1	10		Range: 500 TD units
96	Teleport	1	10		Range: 1,500 spacials
97-98	Repair systems	5	30		Skill: 40%
99-100	Life support	0	30		

Notes
Zen's skills: Detector Operations, Gunnery, Navigation, Pilot and Ships' Tactics, all at 40%.
Recharge time for energy banks: 12 hours per bank.

BLAKE'S 7

ROLE-PLAYING GAME



Name	Scorpio	Class	Wanderer-class Planet Hopper (Mod.)

Control	12	Acceleration	TD 4	Safe cruise speed	TD 15
Signature	10	Deceleration	TD 4	Emergency speed	TD 16

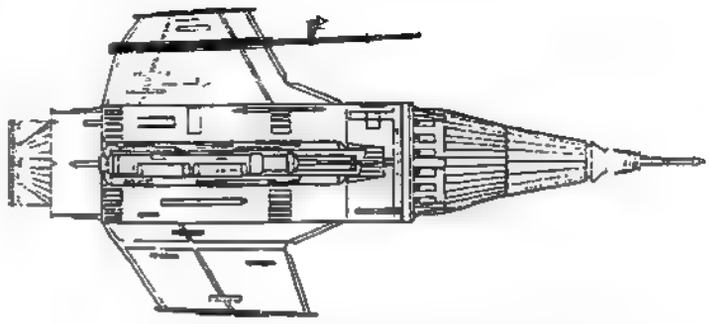
Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP
0	0	TD 13-15	3						
TD 1-6	1	TD 16	5						
TD 7-12	2								

Hit	System	EP	Damage		Notes
01-50	Hull	0	20		
51-55	Energy bank 1	0	20		Max cap: 100 EPs
56-60	Energy bank 2	0	20		Max cap: 100 EPs
61-65	Energy bank 3	0	20		Max cap: 100 EPs
66-67	Slave	0	0		See notes overleaf
68-70	Forcewall, forward	5	15		Absorbs 2d6 EPs
71-73	Forcewall, aft	5	15		Absorbs 2d6 EPs
74-77	Short range detectors	1	10		Range: 125,000 spacials, Effectiveness: 70%
78-81	Intermediate range detectors	5	10		Range: 250,000 spacials, Effectiveness: 60%
82-85	Long range detectors	15	10		Range: 500,000 spacials, Effectiveness. 50%
86-87	Hull sensors	1	10		Effectiveness: 40%
88-89	Plasma bolt launcher	35	20		Dam: 1d10+10, Range: 40,000 spacials, ROF: 1, forward quarter
90-92	Control	0	12		
93-94	Mk II photonic drive	0	20		
95-96	Communicators	5	10		Range: 500 TD units
97-98	Teleport	1	10		Range: 1,500 spacials
99-100	Life support	0	20		

Notes
Slave's skills: Detector Operations, Navigation and Pilot, all at 25%.

BLAKE'S 7

ROLE-PLAYING GAME



Name		Class	Starburst-class Pursuit Ship

Control	16	Acceleration	TD 3	Safe cruise speed	TD 9
Signature	10	Deceleration	TD 3	Emergency speed	TD 10

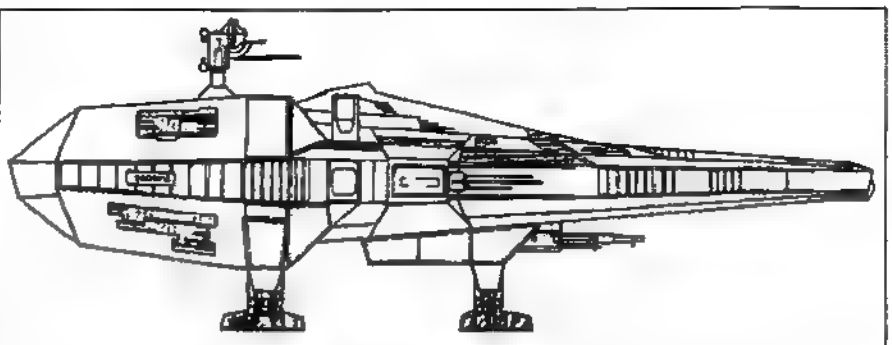
Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP
TD 0	0	TD 8	4						
TD 1-6	1	TD 9	6						
TD 7	2	TD 10	8						

Hit	System	EP	Damage		Notes
01-50	Hull	0	20		
51-54	Energy bank 1	0	20		Max cap: 100 EPs
55-58	Energy bank 2	0	20		Max cap: 100 EPs
59-62	Energy bank 3	0	20		Max cap: 100 EPs
63-66	Energy bank 4	0	20		Max cap: 100 EPs
67-69	Forcewall, forward	5	15		Absorbs 2d10 EPs
70-72	Forcewall, aft	5	15		Absorbs 2d10 EPs
73-76	Short range detectors	1	10		Range: 125,000 spacials, Effectiveness: 80%
77-80	Intermediate range detectors	5	10		Range: 250,000 spacials, Effectiveness: 70%
81-84	Long range detectors	15	10		Range: 500,000 spacials, Effectiveness. 60%
85-87	Hull sensors	1	10		Effectiveness: 40%
88-90	Plasma bolt launcher	35	20		Dam: 2d10+10, Range: 40,000 spacials, ROF: 2, forward quarter
91-93	Control	0	16		
93-95	Space drive	0	20		
96-97	Communicators	5	10		Range: 500 TD units
98-100	Life support	0	20		

Notes

BLAKE'S 7

ROLE-PLAYING GAME



Name		Class	Wanderer-class Planet Hopper

Control	12	Acceleration	TD 1	Safe cruise speed	TD 5
Signature	10	Deceleration	TD 1	Emergency speed	TD 6

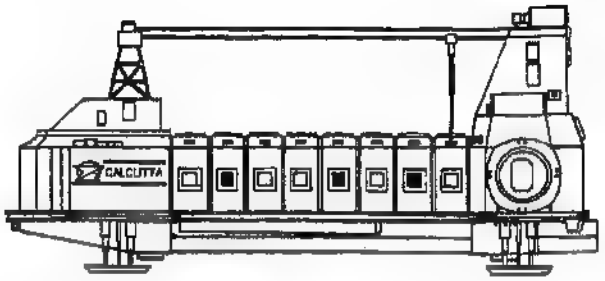
Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP
0	0	TD 5	3						
TD 1-2	1	TD 6	4						
TD 3-4	2								

Hit	System	EP	Damage		Notes
01-50	Hull	0	20		
51-55	Energy bank 1	0	20		Max cap: 100 EPs
56-60	Energy bank 2	0	20		Max cap: 100 EPs
61-65	Energy bank 3	0	20		Max cap: 100 EPs
66-68	Forcewall, forward	5	15		Absorbs 2d6 EPs
69-71	Forcewall, aft	5	15		Absorbs 2d6 EPs
72-75	Short range detectors	1	10		Range: 125,000 spacials, Effectiveness: 70%
76-79	Intermediate range detectors	5	10		Range: 250,000 spacials, Effectiveness: 60%
80-83	Long range detectors	15	10		Range: 500,000 spacials, Effectiveness: 50%
84-86	Hull sensors	1	10		Effectiveness: 40%
87-88	Plasma bolt launcher	35	20		Dam: 1d10+10, Range: 40,000 spacials, ROF: 1, forward quarter
89-92	Control	0	12		
93-96	Space drive	0	20		
97-98	Communicators	5	10		Range: 500 TD units
99-100	Life support	0	20		

Notes

BLAKE'S 7

ROLE-PLAYING GAME



Name	Civil Administration Ship Calcutta	Class	Class 16 Transporter

Control	8	Acceleration	TD 1	Safe cruise speed	TD 5
Signature	15	Deceleration	TD 1	Emergency speed	TD 7

Speed	EP	Speed	EP	Speed	EP	Speed	EP	Speed	EP
0	0	TD 5	3						
TD 1-2	1	TD 6	10						
TD 3-4	2	TD 7	20						

Hit	System	EP	Damage		Notes
01-35	Hull	0	40		
36-37	Energy bank 1	0	10		Max cap: 2000 EPs
38-39	Energy bank 2	0	10		Max cap: 2000 EPs
40-41	Energy bank 3	0	10		Max cap. 2000 EPs
42-43	Energy bank 4	0	10		Max cap· 2000 EPs
44-45	Energy bank 5	0	10		Max cap: 2000 EPs
46-47	Energy bank 6	0	10		Max cap. 2000 EPs
48-49	Energy bank 7	0	10		Max cap: 2000 EPs
50-51	Energy bank 8	0	10		Max cap: 2000 EPs
52-53	Energy bank 9	0	10		Max cap: 2000 EPs
54-55	Energy bank 10	0	10		Max cap: 2000 EPs
56-60	Forcewall, forward	10	10		Absorbs 2d6 EPs
61-65	Forcewall, aft	10	10		Absorbs 2d6 EPs
66-69	Short range detectors	5	10		Range: 100,000 spacials, Effectiveness: 60%
70-73	Intermediate range detectors	10	10		Range: 200,000 spacials, Effectiveness: 50%
74-77	Long range detectors	50	10		Range: 300,000 spacials, Effectiveness: 40%
78-83	Control	0	8		
84-89	Drive	0	30		
90-94	Communicators	20	10		Range: 500 TD units
95-00	Life Support	0	30		

Notes

List of skills

An alphabetical list of skills is given below. Each skill has its default level and related attributes listed.

Administration, 15%, REA.

Astronomy, 00%, REA.

Anthropology, 00%, REA.

Bargain, 05%, REA, PER.

Biology, 05%, REA.

Chemistry, 05%, REA.

Communications Systems, 00%, REA.

Computer Science, 15%, REA.

Demolitions, 00%, DEX, REA.

Detector Operations, 00%, PER.

Disguise, 05%, DEX, PER.

Economics, 05%, REA.

Electronics, 10%, REA.

EVA, 00%, DEX.

Farming, 10%, REA.

Fast Draw, 00%, INI.

Fast Talk, 10%, CHA, PER.

Firearms, 10%, DEX.

First Aid, 15%, REA.

Forcewall Systems, 00%, REA.

Forgery, 00%, DEX, PER.

Gambling, 05%, REA, PER.

Geology, 00%, REA.

Gunnery, 00%, DEX.

Heavy Weapons, 00%, DEX.

Hide, 15%, DEX.

History, 15%, REA.

Interrogation, 10%, PER, WIL.

Law, 10%, REA.

Leader, 00%, WIL, CHA.

Linguistics, 05%, REA, PER.

Mathematics, 15%, REA.

Mechanical, 20%, REA, DEX.

Medical, 05%, REA.

Melee Weapons, 20%, DEX, STR, INI.

Mining, 00%, REA.

Missile Weapons, 10%, DEX, STR.

Navigation, 00%, REA.

Physics, 05%, REA.

Pick Pocket, 05%, DEX.

Pilot, 00%, DEX.

Political Science, 10%, REA.

Psychology, 05%, REA, PER.

Research, 20%, REA.

Recon, 15%, PER.

Security Systems, 05%, DEX, REA.

Ships' Tactics, 00%, REA.

Space Drive Operations, 00%, REA.

Stealth, 10%, DEX.

Streetwise, 10%, PER, CHA, REA.

Surgery, 00%, DEX.

Survival, 10%, END, REA.

Swim, 25%, END, STR.

Tactics, 00%, REA.

Teleport Systems, 00%, REA. (May not be chosen without the Referee's permission).

Thrown Weapons, 20%, DEX, STR.

Unarmed Combat, 25%, DEX, INI, STR.

Vehicle (Air), 00%, DEX.

Vehicle (Ground), 15%, DEX.

Vehicle (Water), 00%, DEX.

Weapon Systems, 00%, REA.

Psionic Skills

Psionic skills may not be chosen without the Referee's permission.

Skills by Category

Combat Skills	Space Skills	Underworld Skills	Survival Skills
Demolitions	Communications Systems	Bargain	First Aid
Fast Draw	Detector Operations	Disguise	Hide
Firearms	EVA	Fast Talk	Recon
Heavy Weapons	Forcewall Systems	Forgery	Stealth
Melee Weapons	Gunnery	Gambling	Survival
Missile Weapons	Navigation	Interrogation	Swim
Tactics	Pilot	Pick Pocket	
Thrown Weapons	Ships Tactics	Security Systems	
Unarmed Combat	Space Drive Operations	Streetwise	

Technical Skills	Medical Skills	Academic Skills	Hard Science Skills	Everyday Life Skills
Computer Science	Anthropology	Economics	Astronomy	Administration
Electronics	Biology	History	Chemistry	Farming
Mechanical	Medical	Law	Geology	Mining
Teleport Systems	Psychology	Linguistics	Mathematics	Vehicle (Air)
Weapons Systems	Surgery	Political Science	Physics	Vehicle (Ground)
		Research		Vehicle (Water)

Character Generation Worksheet

For a fuller explanation, see Section 1, Characters.

1 Generate attribute scores

Roll 4d6-4 twelve times and discard the lowest 2.

2 Assign scores to attributes

STR		PER	
SIZ		WIL	
END		CHA	
INI		REA	
DEX		EMP	

Total = ____ + ____

Total = ____

If total < 75, assign further points to any attributes of choice until total is 75. No attribute score may exceed 20.

3a Hit points

HPs=(STR + SIZ + END) / 3 + 10

Hit points ____

3b Advanced combat hit points (Opt.)

Total HPs=(STR + SIZ + END) / 3 + 10

Body location hit points

Body location	Hit points
Head	1/3 of total hit points
Chest	4/10 of total hit points
Abdomen	1/3 of total hit points
Left arm	1/4 of total hit points
Right arm	1/4 of total hit points
Left leg	1/3 of total hit points
Right leg	1/3 of total hit points

Total		L. Arm	
Head		R. Arm	
Chest		L. Leg	
Abdomen		R. Leg	

4 Wound status

Starting wound status is **Uninjured.**

5 Hand to hand damage

Hand-to-hand damage

STR+SIZ	H-to-H Dam
2-6	-1
7-12	0
13-20	1
21-32	2
33-40	3

H-to-H Dam ____

6 Throw Range

Throw range = (2 x STR)

Throw range ____

7 Load

Load = (STR + END)

Load ____

8 PSI points (Optional)

PSI points = (EMP + WIL)

PSI points ____

9 Stress (Optional)

Initial mental health status is **Normal.** Count off WIL boxes from left and shade all boxes to the right of this.

Stress	Normal

10 Skills

Calculate skill points for each attribute and then assign the points to skills of choice. The most common skills are already listed on a table overleaf. Related attributes for these skills have are shaded on the table overleaf.

For each attribute, skill points = 5 x attribute.

Final skill level = Base skill level
+ (Total skill points from related attributes)
+ ½(Total skill points from unrelated attributes)

Attribute	Skill points		Attribute	Skill points	
STR			PER		
SIZ			WIL		
END			CHA		
INI			REA		
DEX			EMP		

Skill	Base	STR	SIZ	END	INI	DEX	PER	WIL	CHA	REA	EMP	Total
Bargain	05%											
Comms. systems	00%											
Computer science	15%											
Detector operations	00%											
Electronics	10%											
Fast talk	10%											
Firearms	10%											
First aid	15%											
Forcewall systems	00%											
Gunnery	00%											
Hide	15%											
Leader	00%											
Melee weapons	20%											
Pick pocket	05%											
Pilot	00%											
Recon	15%											
Security systems	05%											
Ships' tactics	00%											
Comms. systems	00%											
Stealth	10%											
Streetwise	10%											
Tactics	00%											
Teleport systems	00%											
Thrown weapons	20%											
Unarmed combat	25%											

BLAKE'S 7

ROLE-PLAYING GAME

Name	
Citizenship	
Homeworld	
Grade	
Gender	
Profession	
Status	

Attributes			
STR		PER	
SIZ		WIL	
END		CHA	
INI		REA	
DEX		EMP	

Stress	Penalty
	-00%/0
	-10%/-1
	-20%/-2
	-30%/-3
	-40%/-4

Skill	Base	Level	Skill	Base	Level
Bargain	05%				
Communications systems	00%				
Computer science	15%				
Detector operations	00%				
Electronics	10%				
Fast talk	10%				
Firearms	10%				
First aid	15%				
Forcewall systems	00%				
Gunnery	00%				
Hide	15%				
Leader	00%				
Melee weapons	20%				
Pick pocket	05%				
Pilot	00%				
Recon	15%				
Security systems	05%				
Ships' tactics	00%				
Space Drive operations	00%				
Stealth	10%				
Streetwise	10%				
Tactics	00%				
Teleport systems	00%				
Thrown weapons	20%				
Unarmed combat	25%				

Location	Hit points		Location	Hit points	
Total			L. Arm		
Head			R. Arm		
Chest			L. Leg		
Abdomen			R. Leg		

Wound status	
H-to-H dam	
Throw range	
Load	
PSI points	

Background

Equipment/Notes

Quotes

	AVON	BLAKE	CALLY	GAN	JENNA	VILA	DAYNA	TARRANT	SOOLIN
STR	13	14	10	20	11	11	12	14	12
SIZ	12	14	11	19	12	8	12	12	10
END	14	12	12	17	12	12	17	15	14
INI	15	11	13	10	15	13	15	16	19
DEX	15	12	11	10	15	20	18	14	17
PER	16	16	12	12	12	15	12	12	16
WIL	16	16	17	12	11	8	14	14	14
CHA	14	19	11	10	12	12	11	14	11
REA	20	18	16	8	16	16	14	13	15
EMP	8	14	18	15	12	12	12	12	11
Administration	15	50	15	15	15	15	15	30	15
Astronomy	0	0	0	0	0	0	0	0	0
Anthrpology	0	0	0	0	0	0	0	0	0
Bargain	25	15	5	25	55	60	5	40	55
Biology	5	5	5	5	5	5	5	5	5
Chemistry	5	5	5	5	5	5	5	5	5
Comms Systems	20	20	40	50	30	20	20	20	20
Computer Science	80	15	15	15	15	15	15	15	40
Demolitions	15	15	15	15	15	50	50	15	15
Detector Ops	30	30	50	40	60	30	30	60	30
Disguise	5	5	5	5	5	5	5	5	5
Economics	5	5	5	5	5	5	5	5	5
Electronics	50	30	15	15	15	40	30	15	15
EVA	15	15	15	15	50	15	15	30	15
Farming	10	10	10	60	10	10	10	10	25
Fast Draw	20	0	0	0	0	0	60	0	80
Fast Talk	25	30	10	20	30	70	10	40	20
Firearms	50	45	50	0	40	30	60	50	80
First Aid	15	20	45	60	20	15	15	15	45
Forcewall Systems	50	15	15	15	35	15	15	50	15
Forgery	0	0	0	0	0	0	0	0	0
Gambling	40	5	5	5	5	50	5	5	5
Geology	0	0	0	0	0	0	0	0	0
Gunnery	20	20	20	0	40	40	30	60	20
Heavy Weapons	0	0	25	0	0	0	40	20	0
Hide	60	40	55	30	30	70	50	30	70
History	15	40	15	15	15	15	15	15	15
Interrogation	10	10	10	10	10	10	10	10	10
Law	10	25	10	10	10	10	10	10	10
Leader	30	65	0	0	0	0	0	25	0
Linguistics	5	5	5	5	5	5	5	5	5
Mathematics	60	15	15	15	15	15	15	15	15
Mechanical	20	45	20	60	40	20	20	30	20
Medical	5	5	40	5	5	5	5	5	5
Melee Weapons	20	20	60	80	20	20	60	20	50
Mining	0	0	0	0	0	0	0	0	0
Missile Weapons	10	10	10	10	10	10	60	10	10
Navigation	20	20	20	20	70	20	20	60	20
Physics	20	20	5	5	5	5	5	5	5
Pick Pocket	5	5	5	5	5	70	5	5	5
Pilot	20	20	20	20	80	20	20	70	20
Political Science	10	60	10	10	10	10	10	10	10
Psychology	5	40	5	5	5	5	5	5	5
Research	70	40	20	20	20	20	20	20	20
Recon	55	55	65	40	15	35	65	15	55
Security Systems	25	5	5	5	5	70	5	5	5
Ships' Tactics	20	20	0	0	40	0	0	60	0
Stardrive Ops	15	40	15	15	50	15	15	40	15
Stealth	40	30	40	30	40	60	60	35	60
Streetwise	40	10	10	10	60	70	10	35	50
Surgery	0	0	30	0	0	0	0	0	0
Survival	20	20	60	40	30	10	55	20	80
Swim	25	25	25	25	25	25	25	25	25
Tactics	20	75	40	0	20	0	0	20	0
Teleport Systems	40	40	25	25	25	20	20	20	20
Thrown Weapons	20	20	50	20	20	20	60	20	20
Unarmed Combat	60	40	65	85	50	55	65	50	60
Vehicle (Air)	0	0	0	0	0	0	0	0	0
Vehicle (Ground)	15	15	15	15	15	15	15	15	15
Vehicle (Water)	0	0	0	0	0	0	0	0	0
Weapons Systems	10	10	10	10	10	10	70	10	40
Telepathy	0	0	85	0	0	0	0	0	0